The official Nintendo game guide

TERRANIGMA™

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THE BOOK ABOUT THE CREATION STORY ON THE SUPER NINTENDO ENTERTAINMENT SYSTEM

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This Nintendo game must not be used with any additional devices, copying stations or other accessories that are capable of affecting the game. The use of such devices voids Nintendo's product warranty. Nintendo specifically disclaims any liability for damage or impairments caused by these devices. If the use of such devices causes the game to freeze, immediately and carefully disconnect the accessory from the Nintendo console and attempt to resume normal gameplay. If the game still does not function after disconnecting the non-Nintendo accessory from the Nintendo console, please call the following hotline number: 0130/5806.

We are pleased that you have chosen the game “Terranigma”. We suggest that you read this game manual with integrated walkthrough thoroughly so that you can enjoy your new game. Keep this booklet for future reference.

NOTE: Please read the various instruction manuals supplied with both the Nintendo hardware and each game cartridge very carefully.

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Please read before playing on the NES, Super Nintendo or Game Boy! In a small percentage of the population, viewing flashing lights or patterns that occur in our environment on a daily basis may trigger epileptic seizures. These conditions can be brought on in susceptible individuals by viewing certain types of television images or by playing various video games, including games on the NES, Super Nintendo™ and Game Boy™ systems. Even players who have not previously experienced epileptic symptoms in response to light stimuli may have an undiagnosed epileptic predisposition. Therefore consult a doctor before playing video games if you or a member of your family has epilepsy.Stop using the device immediately and consult your doctor if you experience any of the following symptoms while playing video games: altered vision, eyes or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness and/or seizures.

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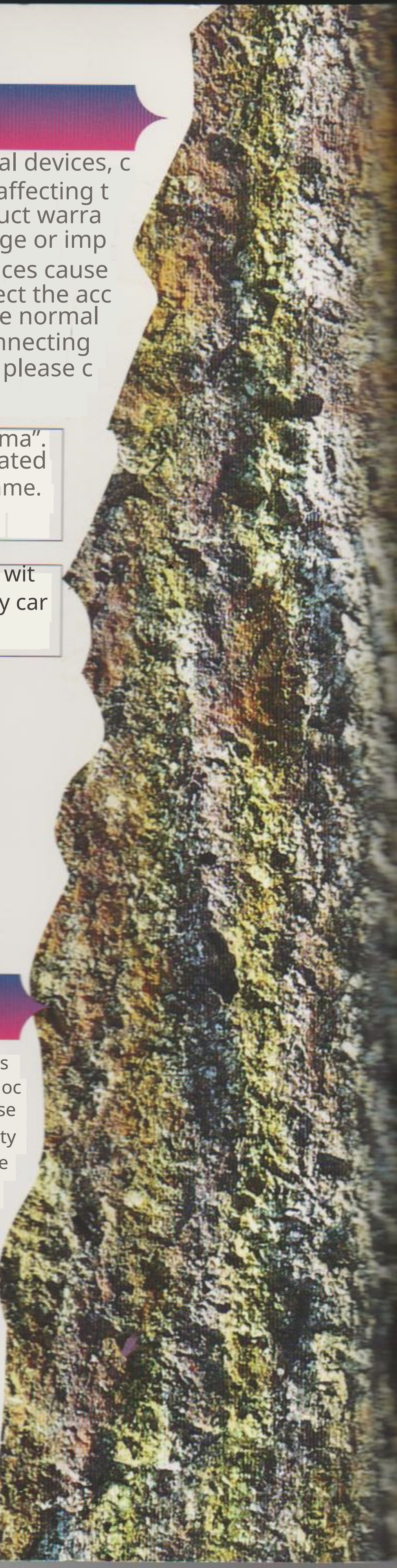

TERRANIGMA

IMPRESSUM

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The prophecy of the apocalypse had come true. In a final battle, Good and Evil had crossed blades and thereby sealed the fate of the Earth. Yet neither power emerged as the victor from the confrontation. The Darkness returned weakened to the Underworld, and the continents of the Light side sank into the depths of the sea. All life was destroyed. Only a small village of the Underworld appeared to remain untouched by the events. This village is your home, and your mission seems almost impossible, for you are to awaken the world and its living beings. This book will provide you with important help in accomplishing this task.

The Story

D the blue planet... aeons ago of uncreated by unknown powers. For a long time Chacs ruled the barren skybody, until the first spark of life appeared among the fiery sites of the surface. But the spark was not pure — two faces shaped its being. Deeply hidden in mere existence they slept: Good and Evil, Truth and Lies, Heaven and Hell!

U Despite the inner conflict, the spark developed into the blazing flame of life. Plants... animals... humans... from primitive primordial forms, free will, intelligence, and the striving for higher things evolved over time. Life followed the will of evolution, and the blue planet shone in

[redacted]

new splendor. However, together with the variations of growth, the power of the subconscious forces also increased. Eruptions from one side or the other repeatedly threatened

[redacted]

to shift the balance between love and hate...

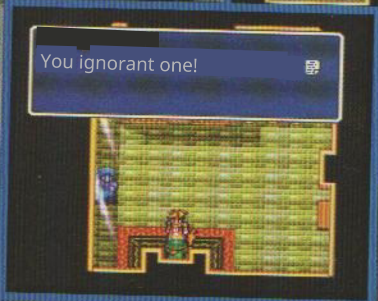
[redacted]

Melina:
You are na sweating. ER
ß ge–

Ark:
I wanted to apologize.

I Over the centuries, humanity evolved further. Technology and industry revolutionized evolution. The battle of the elements, good and evil, continued to this day. This time even fiercer than ever. The confrontation culminated in a final battle at the southernmost point of the Earth. Neither of the two powers emerged victorious from that battle. The continents of the upper world sank into the depths of the seas, and the underworld was sealed in the crystal fog.

A No power could revive the world by its own strength. Therefore the dark power depended on foreign help, on a human who would break the seal and thus free the creatures of the night from their banishment. Unaware of the consequences of his actions, the hero now sets out to put evil back in its place. His first objective in this undertaking is the five Towers of Evil...



You ignorant one!

Controller functions

Fast occupancy

L BUTTON

By pressing the L button you will receive explanations of weapons, armor, items, and magic in the respective menus.

R-BUTTON

Use this button to protect your hero from enemy attacks. He uses his weapon as a shield and is immune to hostile Tree

DIRECTIONAL PAD

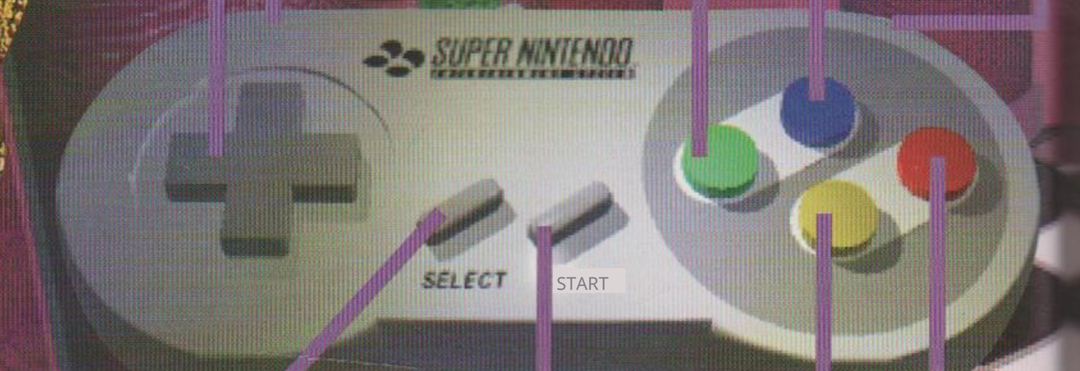
Use the directional pad to control the young hero across the screen and explore towns and mazes. The hero picks up speed when running if you press the directional pad twice in the same direction. Within the various selection menus it moves the cursor (Fluffy).

X-BUTTON

Press the X button to use the selected item at the top of the screen. Some of these items can only be activated at specific times.

Y-BUTTON

The Y button becomes important in critical situations: it also makes your character run, so you are more agile and move twice as fast across the screen.



SELECT-TASTE

With the help of this button you enter the various equipment chambers where you can choose your weapons, armors, items, and different options. Pressing it again returns you to the game.

B BUTTON

Pressing this button makes your fighter perform a jump to cross gaps and dodge enemies. You can also use the B button to cancel a selection you have made.

START BUTTON

The Start button is used to pause the game. All action is halted and the game waits until you press this button again to continue playing.

A BUTTON

The A button has many functions. You can use it to speak to people, use your items, open treasure chests, or confirm a choice. However, not all functions are always available. For example, the use of weapons is prohibited in towns or villages.

Your
attacks
his
is therefore
hit.

Begin

After you have correctly inserted the game cartridge into your Super Nintendo and turned the console on, your adventure can begin. Press the Start button on the title screen and select "New Game". Now you can give the hero a name. Then press Start again and you wake up as the protagonist in the bed of your home. After the girl has left the room, you can begin to explore the interior of the house in more detail. First check who else is staying in this house and talk to everyone. Only then can you look around outside.

TERRANIGMA
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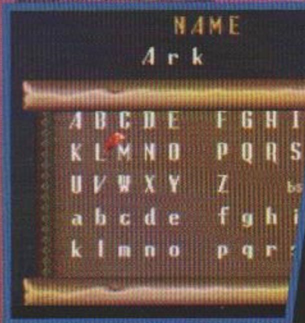
NAME
Ark
ABCDE FGHI
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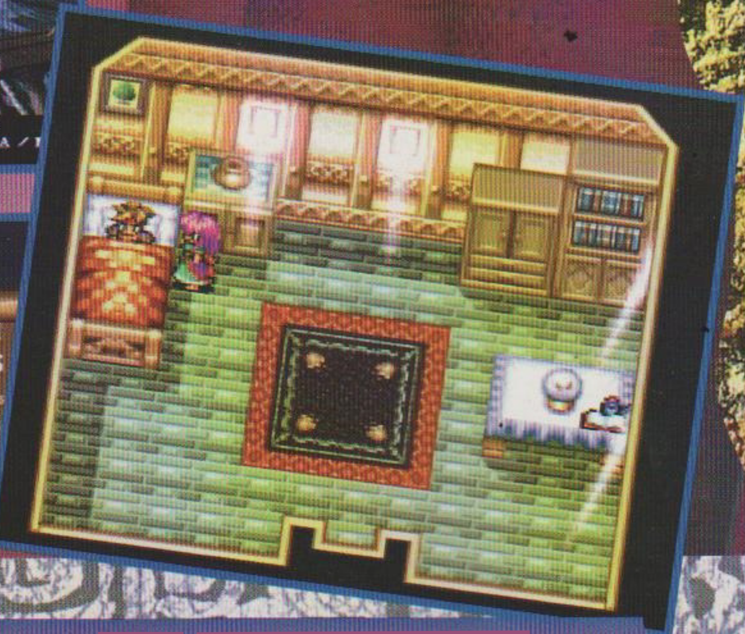
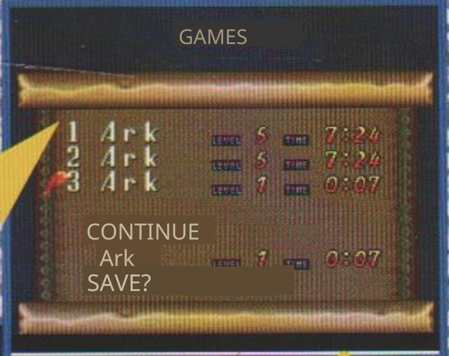
abcde fghi
klmno pqr



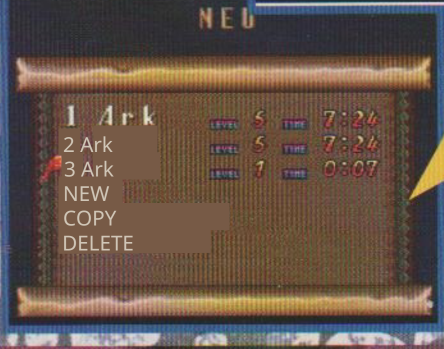
And here we go!

Save and Continue Playing

TERRANIGMA is so extensive that it is hardly possible to play through it from beginning to end in a single attempt. Therefore, you have the option to save up to three different game states using the built-in battery. In every town, there is an agenda—a book—in a house that allows you to secure your game progress. Stand in front of the agenda and press the A button. Then you can choose one of the available save slots. Confirm your choice again with the A button, and you can continue or exit the game.


GAMES
1 Ark LEVEL 5 TIME 7:24
2 Ark LEVEL 5 TIME 7:24
3 Ark LEVEL 1 TIME 0:07
CONTINUE
Ark LEVEL 1 TIME 0:07
SAVE?

To continue a saved game, select the corresponding save file in the Start menu and press the A button.


NEU
1 Ark LEVEL 5 TIME 7:24
2 Ark LEVEL 5 TIME 7:24
3 Ark LEVEL 1 TIME 0:07
NEW
COPY
DELETE

In the start menu you can save up to three game slots. You also have the option to copy and delete them.

Basic Techniques

The Screen

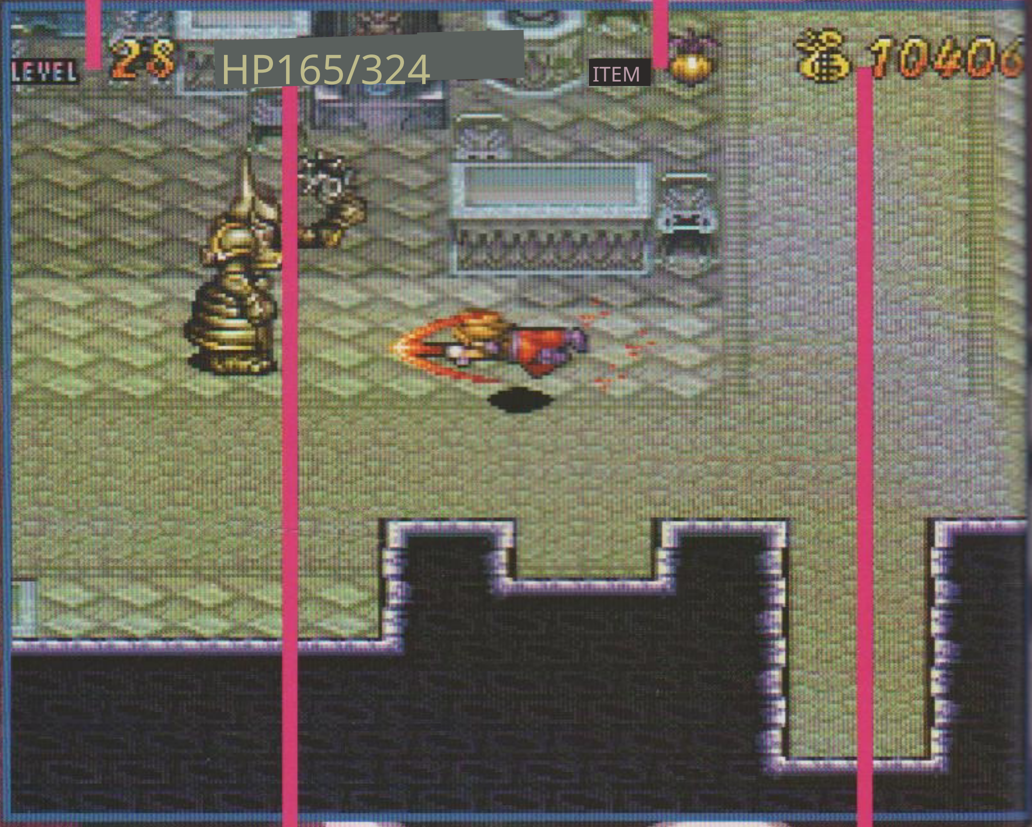
The screen display depends on whether you are moving across the map, are in a town, or are in an action level. The screenshot below shows the screen of an action level. The numbers and symbols at the top edge of the screen are very important! Therefore you should memorize their meanings carefully.

CURRENT LEVEL

This number indicates which level your hero has already reached thanks to experience points. This level also determines Strength, Luck, Defense, and the number of Hit Points. As your level rises, the other attributes also increase.

SELECTED ITEM

To keep you always informed about which item you can currently use, it is shown in this spot. By pressing the X button you can use that item immediately. If no item is shown here, you must select one from the supply chamber.



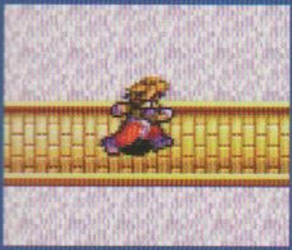
CURRENT ENERGY POINTS

The number on the right of this display indicates how many energy points you can currently reach at maximum. The left number shows your current energy point balance. If you have no energy points left, the game is over and you must start again at the last save point.

CURRENT WEALTH

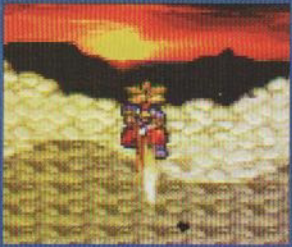
This number reflects the value of your cash on hand. You can use money to buy items, armor, weapons, and spells. You can increase your wealth by defeating enemies and collecting the coins (talers) they occasionally leave behind.

Actions



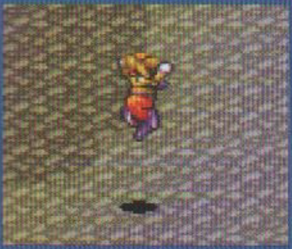
WALKING AND RUNNING

Use the D-pad to move the hero in all directions. If you feel your character is moving too slowly, you can perform a short dash with the Y button or by pressing the D-pad twice. This is the best way to escape hazardous situations.



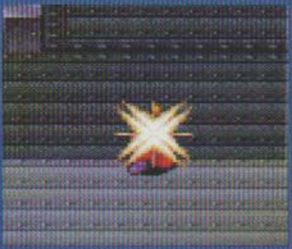
KÄMPFEN

To fight persistent enemies it's best to use one of your many weapons. They are activated by the A button in action levels. All weapons have different advantages and are especially useful in specific situations. Pay attention to the explanations in the armory!



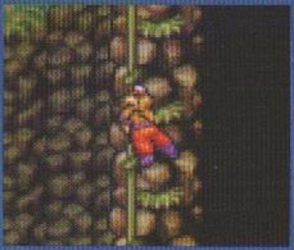
SPRINGEN

Your path will later lead you into rocky terrain. Height differences between individual levels can easily be bridged with a jump using the B button. In addition, various attack variants can be combined with this action; these will be described in more detail below.



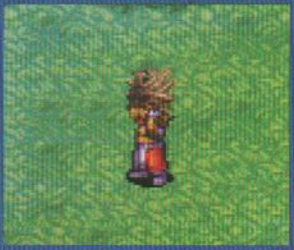
SCHÜTZEN

Through very long and intensive training the young warrior has learned to use his weapons as a shield as well. He spins the blade so quickly in front of his body that no attack penetrates through to you. Trigger this action by pressing the R button so that you take no damage.

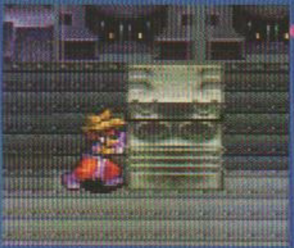


CLIMB

Of course, mountains also have height differences that no person can overcome with a single jump. Therefore the boy also has the ability to climb up vines or tendrils. Later he even finds a tool that allows him to overcome bare walls.

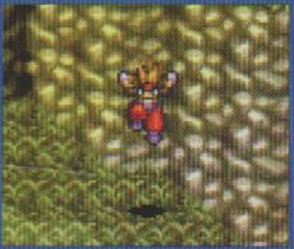


PICK UP AND THROW In palaces and labyrinths, from time to time jars or other objects lie around that the hero can pick up and throw. You perform both actions with the A button. For example, this can be used to operate distant switches or hit enemies. Those who run, jump, and throw will see how much damage these projectiles can inflict.



SCHIEBEN

Some of the countless puzzles of the adventure can only be solved by moving something in the right direction. Stand next to the respective object and press your control pad in the desired direction. Unfortunately, you cannot push everything you see. It all depends on trying!

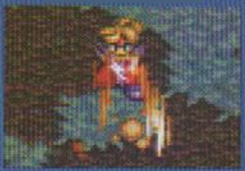


LANDING

The refined combat techniques the boy learned from the sage also include a perfect landing after jumps from great heights. He cushions his fall gently to handle the situation uninjured. This ability also gives you the chance to avoid long climbs down.

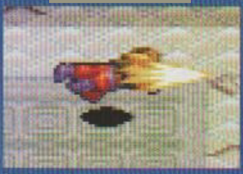
Weapon Handling

BERSERK RUSH



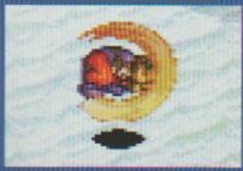
The hero becomes a true berserker if you press the A button repeatedly. He swings his weapon wildly during this attack, fending off all attackers while being unable to be hit himself. However, this type of attack deals only little damage to enemies.

LIGHTNING THRUST



A very surprising and effective attack of your playable character. Run and press the A button while doing so! The boy lashes his weapon forward and deals great damage to any enemy he hits. Anyone who masters this technique perfectly has nothing to fear from any attacker.

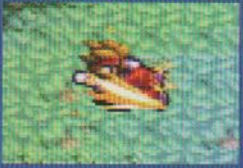
WHIRL BLADE



This attack is useful when you are attacked by an enemy who is taller than you. Jump and press the A button at the same time. In this way you draw your weapon mid-jump and deliver a hit to the enemy he will not forget so quickly.

will.

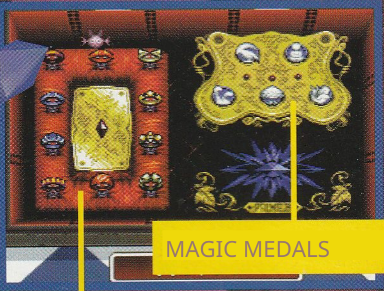
SPARK PLOW



This technique is probably the hardest to master of all, but by far deals the most damage. You must run, jump, and then press the A button. Thanks to friction, your weapon heats to enormous temperatures, often delivering several hits to enemies with a single attack.

White Magic

Magical powers are as old as humanity itself. Thanks to traditions passed down, some scholars have succeeded in sealing the power of white magic into rings and medals. The wearer of these magical containers can thus decide when, where, and for what purpose to unleash the primal forces. Scholars have settled in all the cities and villages of the planet and offer their inventions for purchase to anyone who has sufficient means. However, the fun with magic is not exactly cheap, for the scholars do not live hand to mouth. As payment for rings and medals they demand money and crystals.



MAGE RINGS

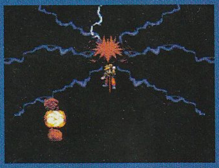
FIRE RING
It fires a spear of fire in the direction you are facing. You cannot move after activating it while the Fire Ring is performing its function. You can slightly change the direction of the spear with the control pad.

STORM RING
A sea of flames erupts from this ring upon activation. All enemies that enter its area of effect are caught in the consuming blaze and take damage. The duration of the effect is very short.

ICE RING
The temperature of the ice projectile released from this ring is near that of absolute zero. Hardly any living being is immune to such an attack. However, only one shot per ring is possible.

HURRICANE RING
Using this ring summons a hurricane that engulfs the entire surroundings. No living being, except the wearer of course, is spared from the effects of the deafening wind.

LIGHTNING RING
Enemies are severely damaged by the devastating charge of a bright lightning bolt. However, handling this kind of natural force is only recommended for beings particularly gifted in magic.

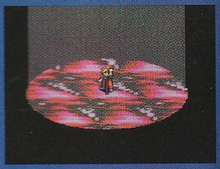


THUNDER RING The tremendous force that a thunderclap exerts on the eardrums of enemies is incomparable to anything nature has ever produced. The most effective means to intimidate opponents.

SUN RING
The power of the sun gives this ring its penetrating effect. A sphere of light, brighter than the stars of the heavens, is released when used and obeys the will of the ring bearer.

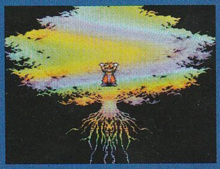
ATOMRING
The workings of this magical relic are unknown even to the oldest of the wise ones. Unleashed atoms burst forth from the ring and decompose everything that unfortunately happens to be nearby remains nearby.

EARTH RING
The earth begins to tremble and cracks form in the ground. The tremors throughout the surroundings cause all visible enemies to suffer under the effect of the ring.



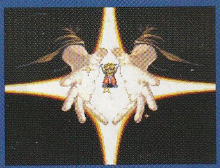
MOON RING
No light, no shadow—this is perhaps the simplest explanation for the effect of this spell. The Moon Ring summons the power of the sun and draws enemies into its thrall with that power.

MAGIC MEDALS



FLORA SPELL
The healing powers of the entire flora are contained in these medals. They ensure that your hit points are fully restored and are therefore especially recommended.

WIND SPELL
The power of the wind heals you against all the illnesses to which you may succumb on your journey across the various continents. Even if the best herb fails, the wind spell will cure you of poisoning.



BONE SPELL The teleportation ability has been known since ancient times and helps you escape hopeless situations in labyrinths. The power of the medal returns you to the start of the level.

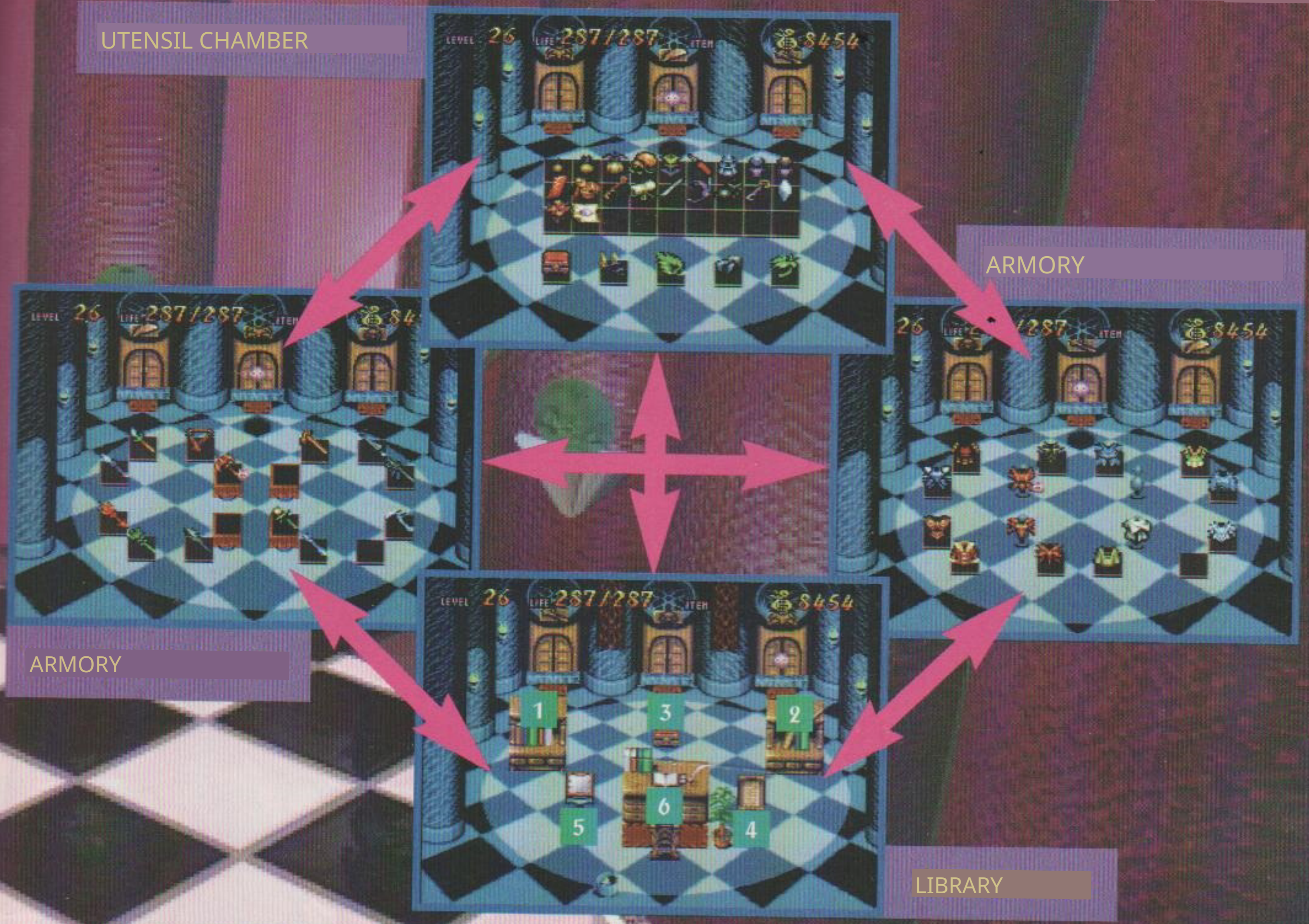
HORN SPELL
The dragons of primeval times were the model for this kind of magic. Just as their scales protected them, this medal grants you very high defenses so you can withstand even particularly strong enemies.

WATER SPELL Naiads, who existed long before humanity, developed the spell formula of this medal. It grants you for a certain time the gift of invincibility, which you should use very wisely.

How to use the rings and the medals is explained to you on page 14.

Pandora's Chest

In the cellar of your house you will encounter Pandora's Chest and Fluffy for the first time. Fluffy, who resides in this chest, will teach you the proper handling of its secrets. Your entire equipment is stored in it. Here you also have the option to make special settings in the game or to use the magical map. You can enter the different rooms in Pandora's Chest by steering Fluffy to the corresponding doors that lead into the other chambers. You change weapons, armor, and items with the A button when Fluffy is at the corresponding spot. You can use the empty slot in front of the middle door of the chambers to get rid of things you no longer need that only waste space. However, you should only use this function in an emergency, because items you remove are lost forever!



1 ATTACKEN

The bookshelf on the left shows you the effects and functions of your attack variants. Study them carefully at the start of the game to avoid unpleasant surprises.

2 ACTIONS

The bookshelf on the right gives you an overview of all your actions. You should also memorize these carefully at the start so you have the right action ready for every situation.

3 MAGIC CHEST

The chest in front of the middle door contains your magic medals and wizard rings. Check how they work and determine whether using them is truly worth it at the given time.

MAGIC MAP

In all mazes and action levels this map is available to you. You can see on it where there are entrances to other floors and which areas you have already visited.

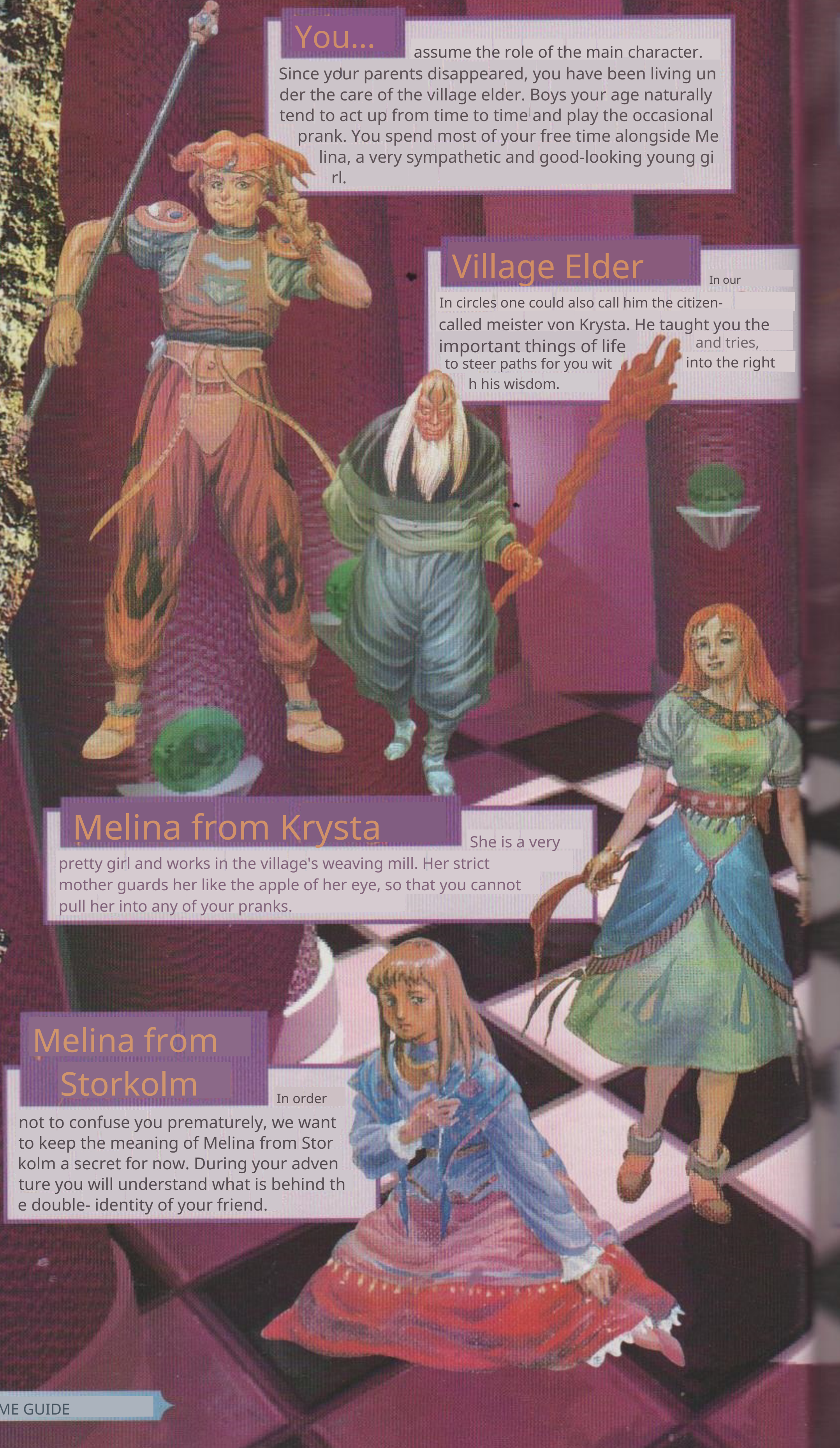
5 MIRROR OF THE SELF

If you want to learn about your current status, you can look at this mirror at the lower left. All personal abilities can be viewed here.

6 DESK

Here you can set important options related to game progress. You can set colors, text speed, and other things here to customize the game to your preferences.

Die Hauptfiguren



You...

assume the role of the main character. Since your parents disappeared, you have been living under the care of the village elder. Boys your age naturally tend to act up from time to time and play the occasional prank. You spend most of your free time alongside Melina, a very sympathetic and good-looking young girl.

Village Elder

In our circles one could also call him the citizen-called meister von Krysta. He taught you the important things of life and tries, into the right to steer paths for you with his wisdom.

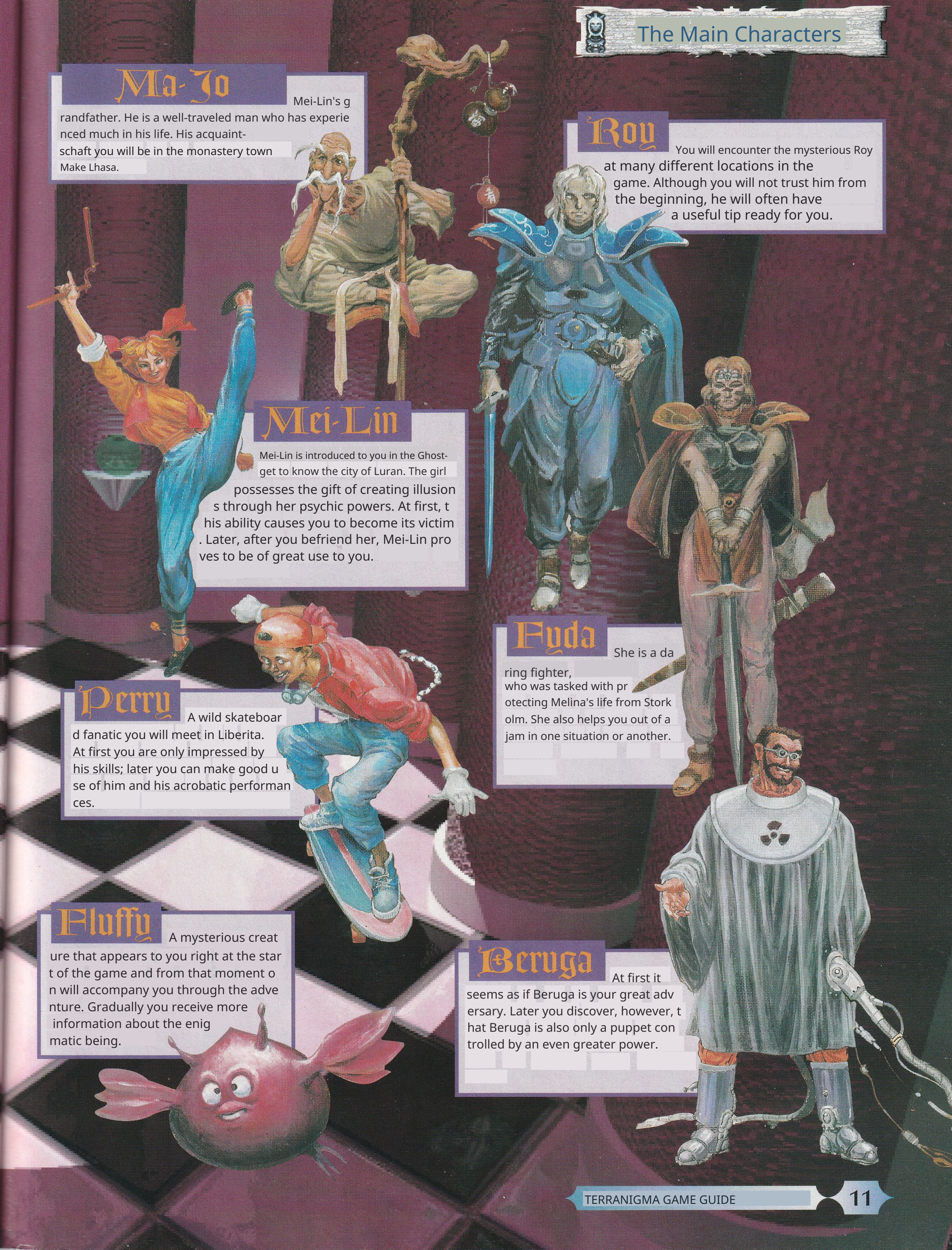
Melina from Krysta

She is a very pretty girl and works in the village's weaving mill. Her strict mother guards her like the apple of her eye, so that you cannot pull her into any of your pranks.

Melina from Storkolm

In order not to confuse you prematurely, we want to keep the meaning of Melina from Storkolm a secret for now. During your adventure you will understand what is behind the double- identity of your friend.

The Main Characters



Ma-Jo

Mei-Lin's grandfather. He is a well-traveled man who has experienced much in his life. His acquaint- schaft you will be in the monastery town Make Lhasa.

Roy

You will encounter the mysterious Roy at many different locations in the game. Although you will not trust him from the beginning, he will often have a useful tip ready for you.

Mei-Lin

Mei-Lin is introduced to you in the Ghost- get to know the city of Luran. The girl possesses the gift of creating illusions through her psychic powers. At first, this ability causes you to become its victim. Later, after you befriend her, Mei-Lin proves to be of great use to you.

Fyda

She is a daring fighter, who was tasked with protecting Melina's life from Storkolm. She also helps you out of a jam in one situation or another.

Perry

A wild skateboard fanatic you will meet in Liberita. At first you are only impressed by his skills; later you can make good use of him and his acrobatic performances.

Fluffy

A mysterious creature that appears to you right at the start of the game and from that moment on will accompany you through the adventure. Gradually you receive more information about the enigmatic being.

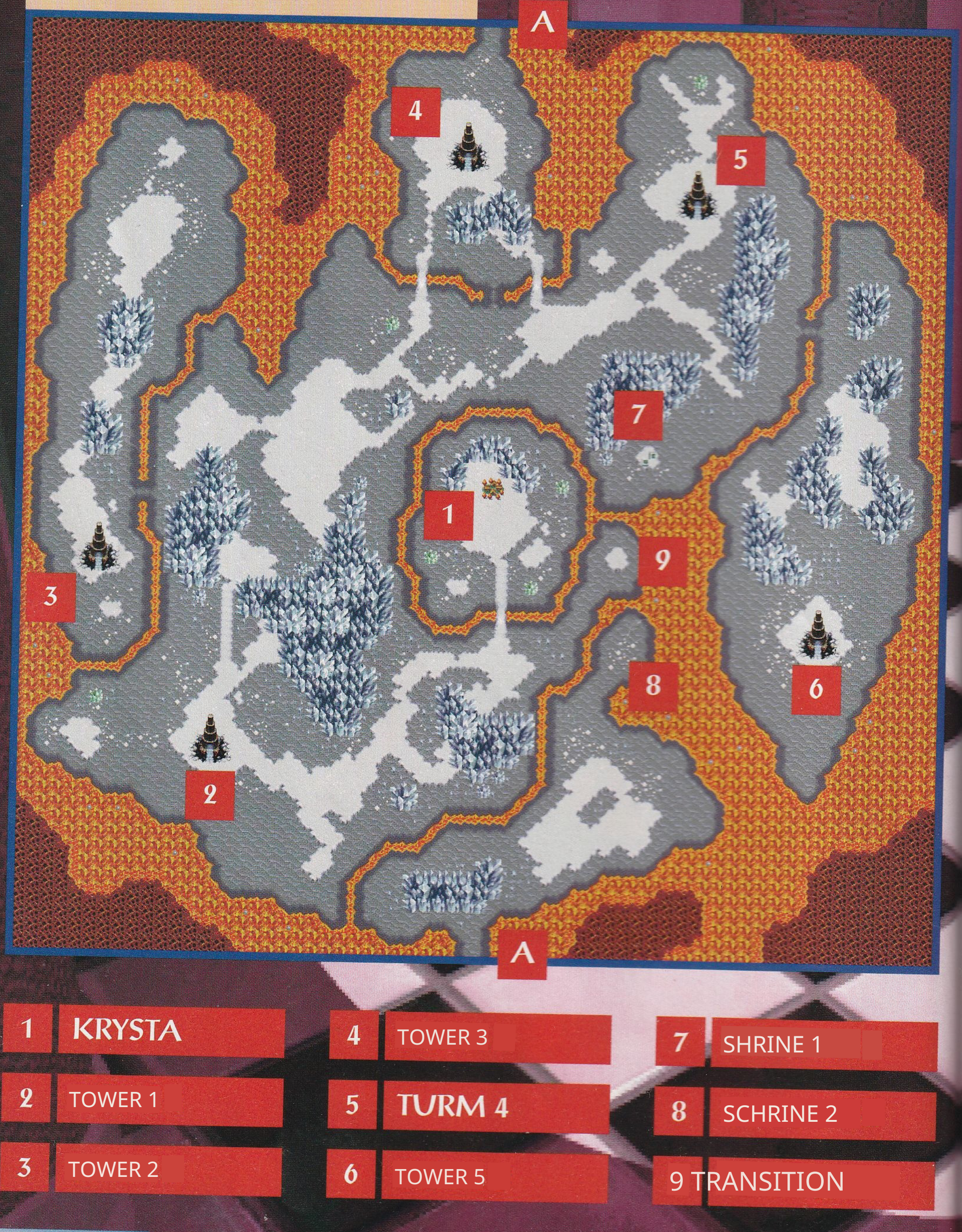
Beruga

At first it seems as if Beruga is your great adversary. Later you discover, however, that Beruga is also only a puppet controlled by an even greater power.

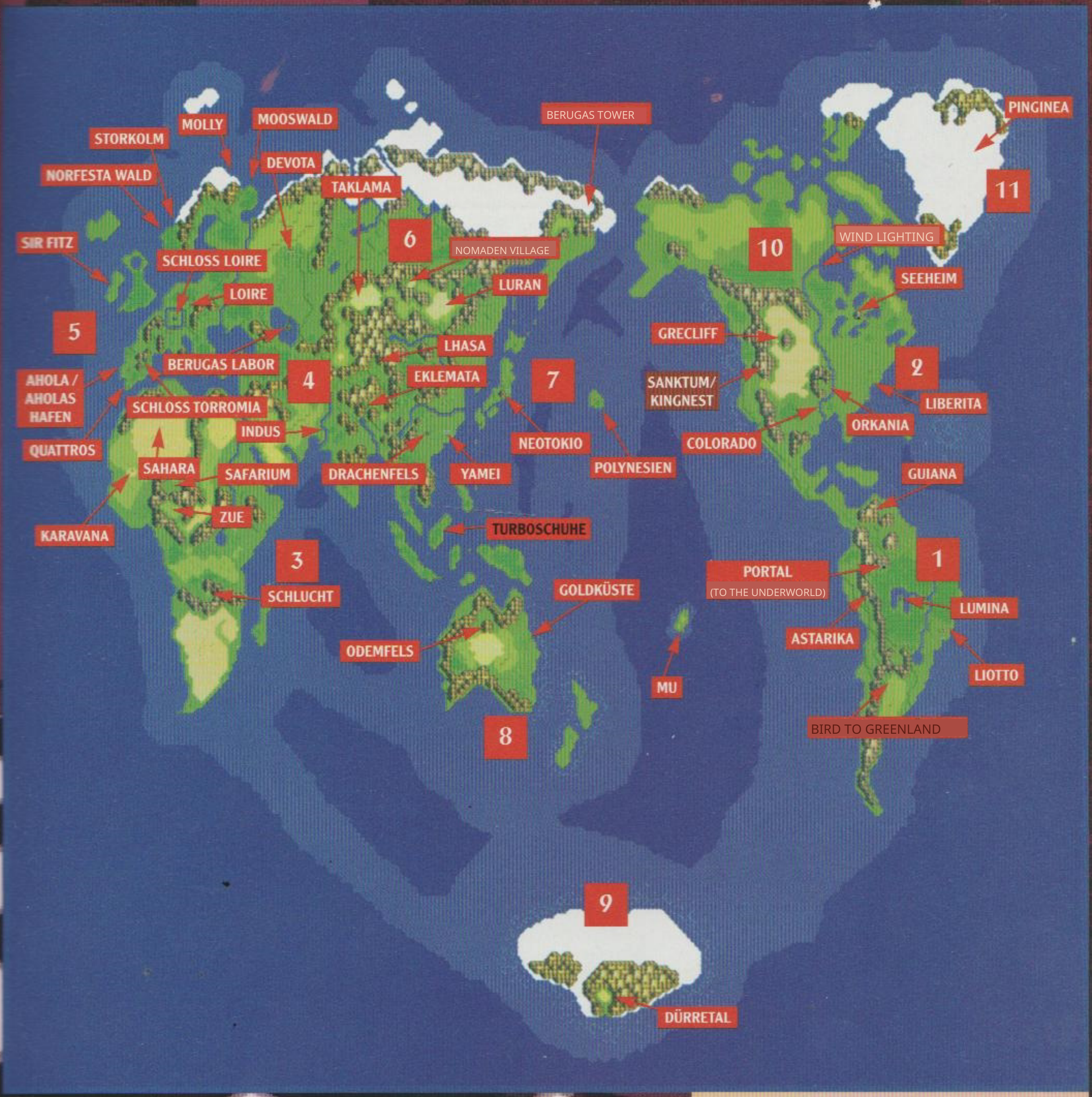
The Blue Planet

V You will explore the two worlds during the adventure. At the start of the game you move through the Underworld and must try to master the five dark towers so that the Overworld can be freed from the clutches of darkness. If this succeeds, you can use the passage to reach the Overworld. There you will travel the various continents in turn, liberate plants, animals, and people, and make the blue planet habitable again for all life. Later in the game you will also receive a ship and an airplane so you can visit even the most remote corners of the Earth. But much time will pass before then. May you never lose the courage to save the world!

Underworld



1	**KRYSTA**
2	TOWER 1
3	TOWER 2
4	TOWER 3
5	**TURM 4**
6	TOWER 5
7	SHRINE 1
8	SCHRINE 2
9	TRANSITION


MOLLY
MOOSWALD
BERUGAS TOWER
PINGINEA
STORKOLM
DEVOTA
NORFESTA WALD
TAKLAMA
11
SIR FITZ
6
NOMADEN VILLAGE
10
WIND LIGHTING
SCHLOSS LOIRE
LURAN
SEEHEIM
LOIRE
5
GRECLIFF
LHASA
BERUGAS LABOR
2
AHOLA / AHOLAS HAFEN
4
EKLEMATA
7
SANKTUM/ KINGNEST
SCHLOSS TORROMIA
LIBERITA
INDUS
ORKANIA
QUATTROS
NEOTOKIO
COLORADO
SAHARA
SAFARIUM
DRACHENFELS
YAMEI
POLYNESIEN
GUIANA
ZUE
KARAVANA
TURBOSCHUHE
3
1
PORTAL
(TO THE UNDERWORLD)
GOLDKÜSTE
SCHLUCHT
LUMINA
ODEMFELS
ASTARIKA
LIOTTO
MU
8
BIRD TO GREENLAND
9
DÜRRETAL

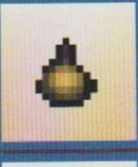
Overworld

1 SOUTH AMERICA
2 COLORADO
3 AFRICA
4 ARABIA
5 EUROPE
6 SIBERIA
7 ASIA
8 AUSTRALIA
9 SOUTH POLE
10 ALASKA
11 GREENLAND

Useful items

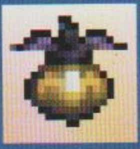
Healing Herbs & Serums

Below you will find some of the most important healing items. You will surely discover more during your adventure.



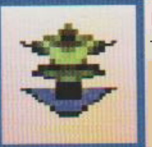
HEALING TUBER

This plant restores 20 of your lost hit points. You can find it and buy it in shops.



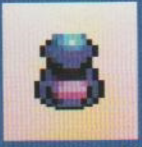
GÖTTERKNOLLE

This very rare plant restores 150 of your lost stamina points. You can buy it in some shops.



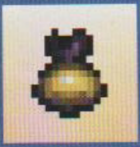
FOREST HERB

These herbs are also effective against ailments. If the antidote fails, they are the only rescue.



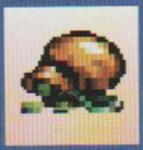
STAMINA ELIXIR

As soon as you find it, you should use it. It increases your maximum stamina points by 5 units and boosts your chances of success.



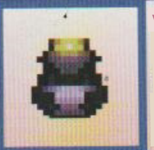
MIRACLE TUBER

This plant restores 70 of your lost stamina points. You can find it and buy it in shops.



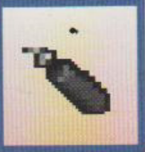
ANTIDOTE

It cures most poisonings that you may contract during the adventure. But by no means all!



VITALELIXIR

It makes you happier! Your personal luck factor increases, and your strikes deal more damage with the added luck.



SERUM

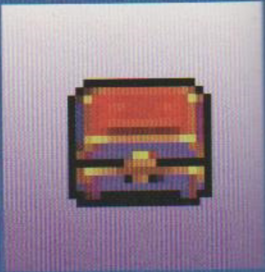
This brew takes effect when you suffer from the consequences of a curse. For against that, no herb can help!

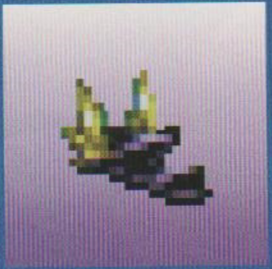
Special Equipment

The following five items are yours forever once you have found them. They are not consumed when used but remain permanently available. These pieces of equipment grant you special abilities you can use in certain situations. Keep your eyes and ears open, for without these items you cannot complete the game.

MAGIC CHEST

Your wizard rings and magic medals are stored in this magic chest. You can only use the magical aids if the chest is visible in the item window of your screen. If it is, you can select spells with the X button and the D-pad and activate them with the A button.



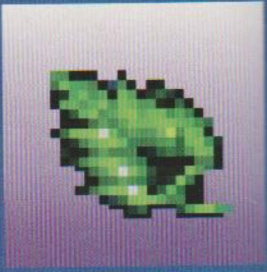


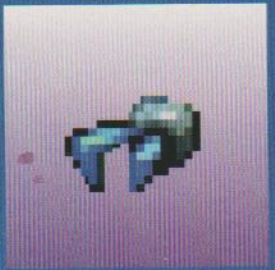
TURBOSCHUHE

If you possess these special boots, you can break through fragile walls and perhaps create passages that were not there before.

GIANT LEAVES

These plants act as swim fins during your adventure. Without them, ponds and lakes become impassable obstacles—after all, who can swim without aid!



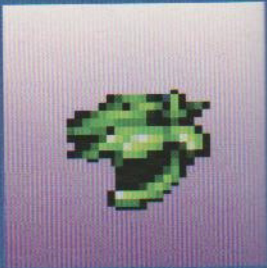


GREIFENKLAUE

Mountaineers would certainly pay a lot of money for this device, because it allows you to climb certain rock faces effortlessly. Secure grip in all situations is guaranteed!

ODEMKRAUT

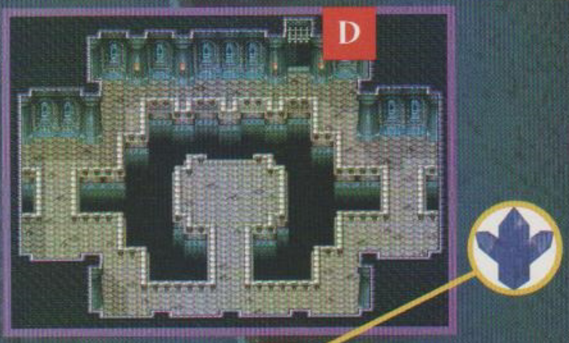
The plant's special breathing chambers allow you to breathe underwater. Only with this plant can you swim under rock walls and check what's on the other side.

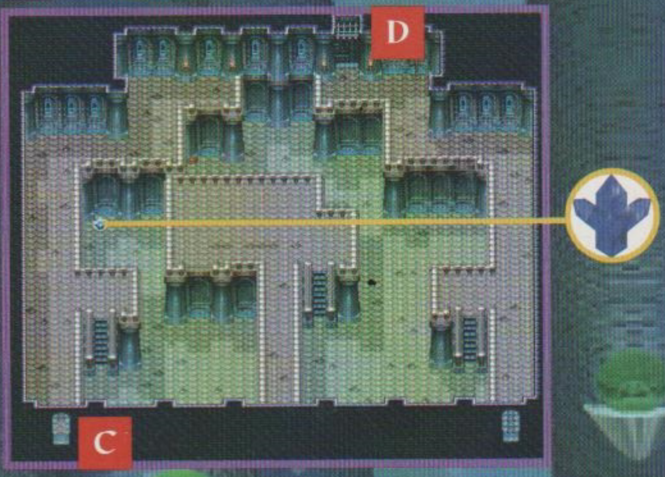


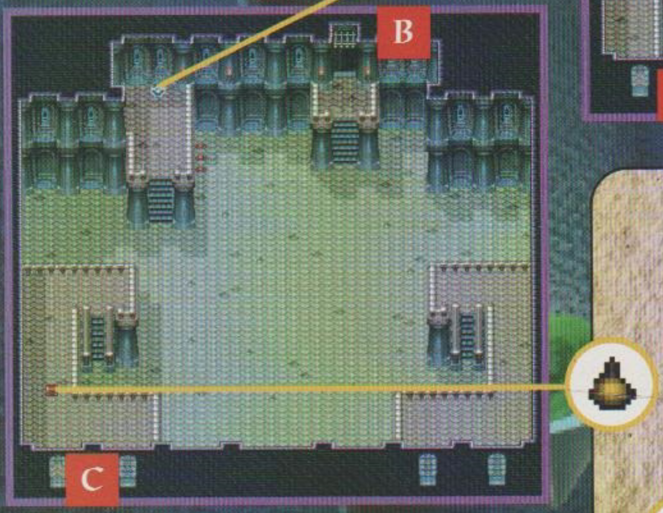
The adventure

Towers 1 & 2

Once you have received the elder's final instructions, set out immediately for the first tower. You must visit the towers in the specified order, because the next tower will remain locked until the previous one has been fully explored. If you encounter healing tubers in the towers, guard them well, for you will find them very useful later.

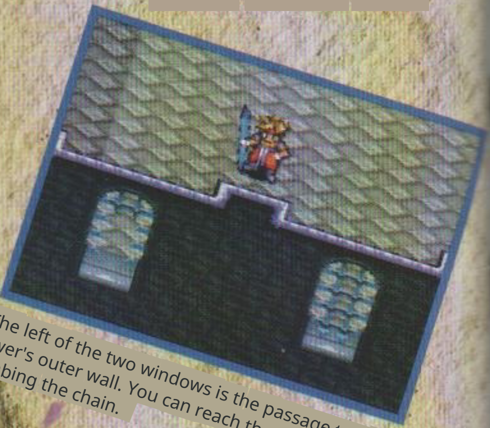




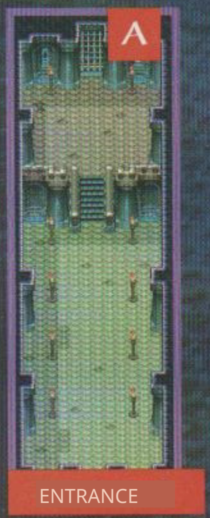


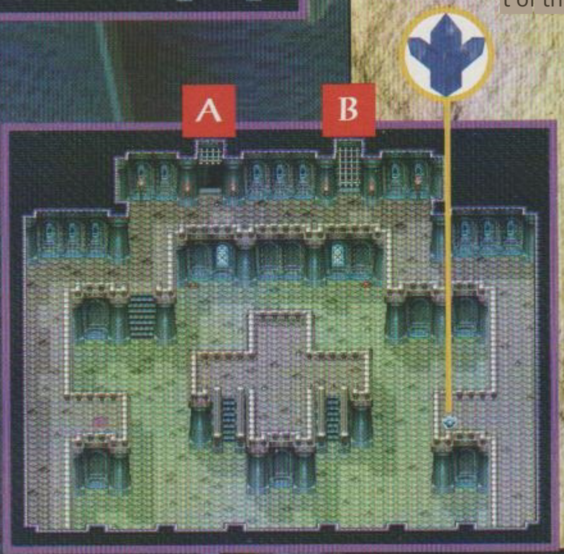
LOOK OUT THE WINDOW

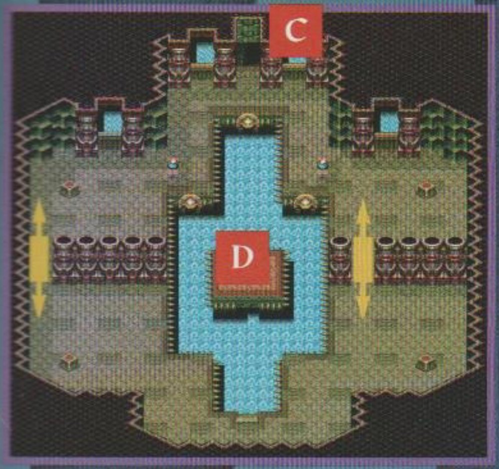
Once you reach the second floor of the first tower, you will find that no staircase leads further up. Now you are in a tight spot! But if you look carefully around this floor, you will notice a broken window (C) at the lower left. This window opens onto the tower's outer wall. From there you can climb up a chain to reach the next floor and enter it through a window. From there you continue up to the highest point of the tower!

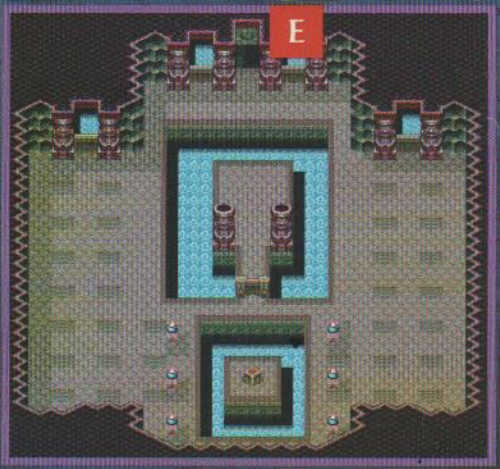


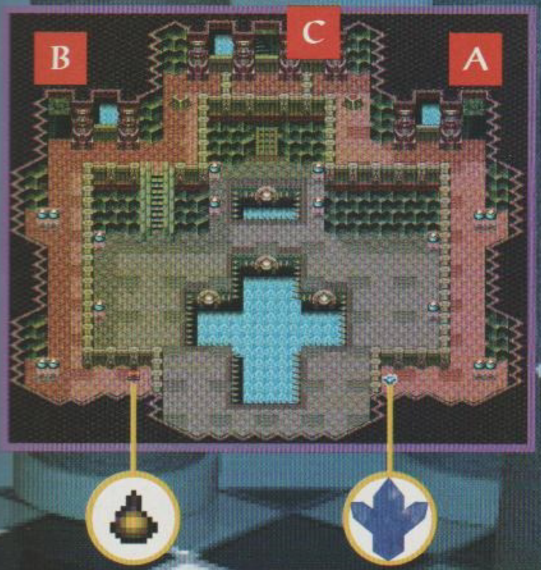
The left of the two windows is the passage to the tower's outer wall. You can reach the next floor by climbing the chain.

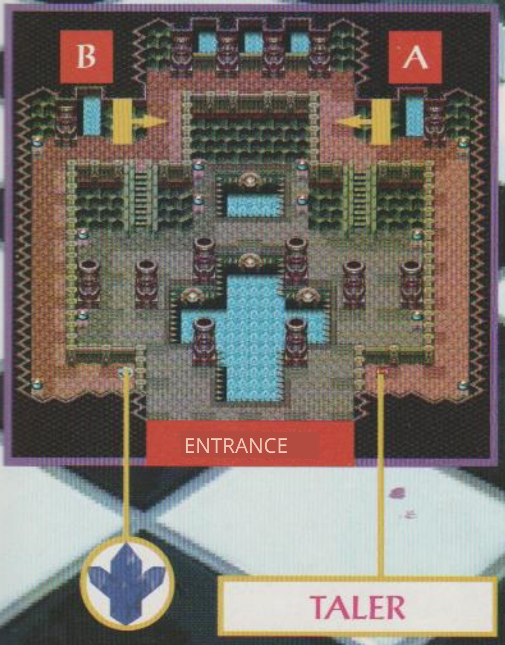


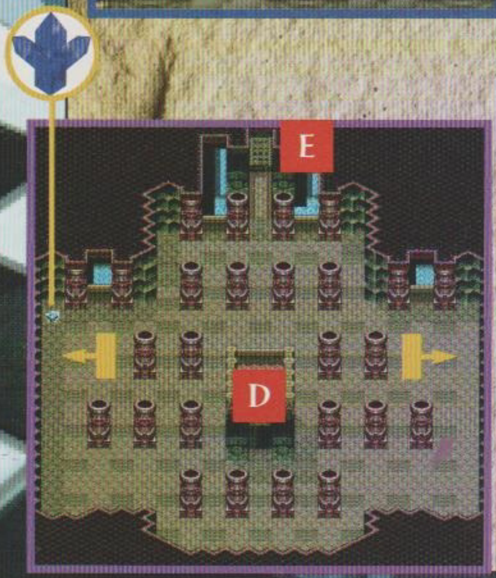






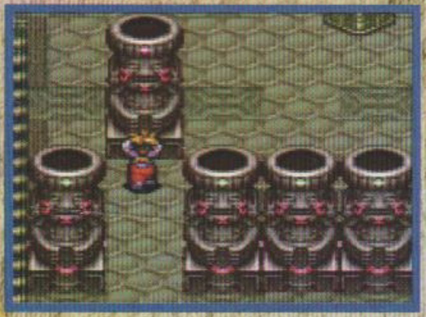






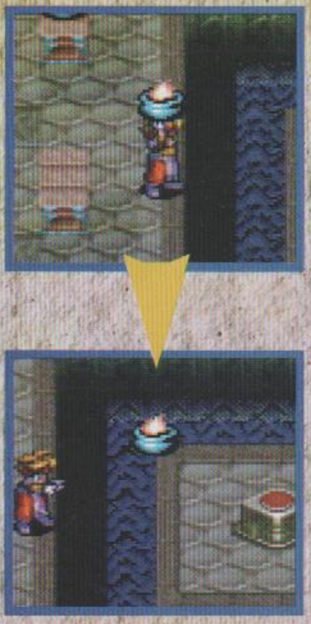
STRENGTH TRAINING

On the second floor of tower two, large stone statues block the way. They all look almost the same, but only almost! Pay attention to the jewel in the statues' forehead. In each row there is a stone block whose jewel has a different color than the others. This is your cue to move that statue and pass through the row.



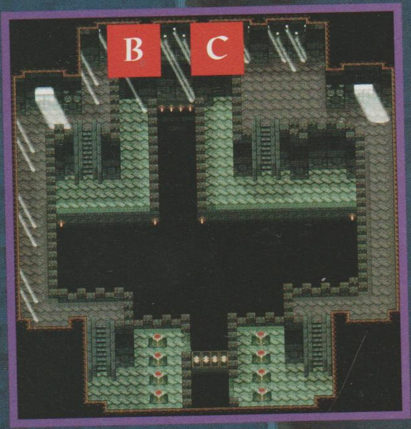
SWITCH PUZZLES

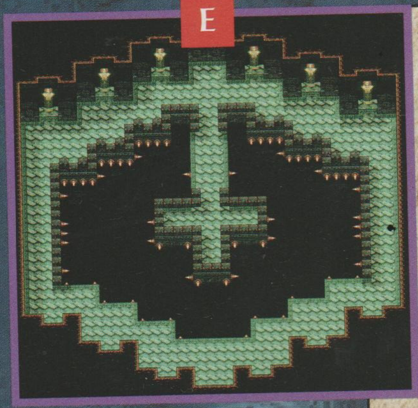
The switch in the center of the room then seems to be out of reach. But only seemingly! Go to one of the clay pots and pick it up. Now stand directly beside the switch and throw the pot with all your strength. The force of the impact will flip the switch and open the door to the tower's final room.



Towers 3 & 4

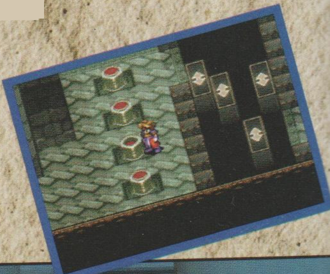
You have already restored the first two continents. Before you tackle the next two towers, you should make an entry in the village agenda, because you never know what the monster brood will have up its sleeve next.

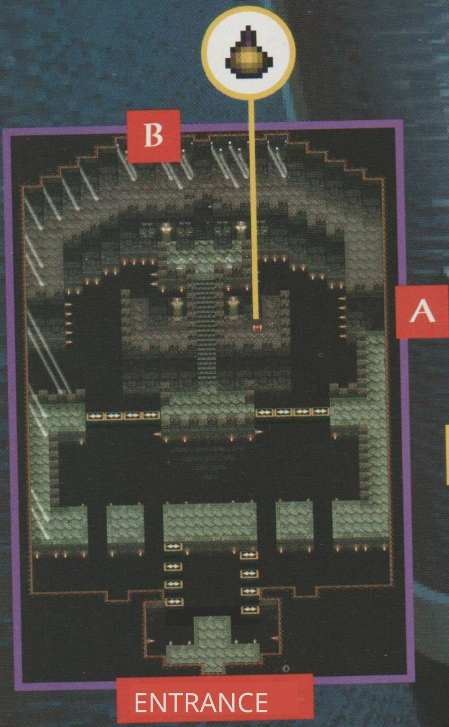


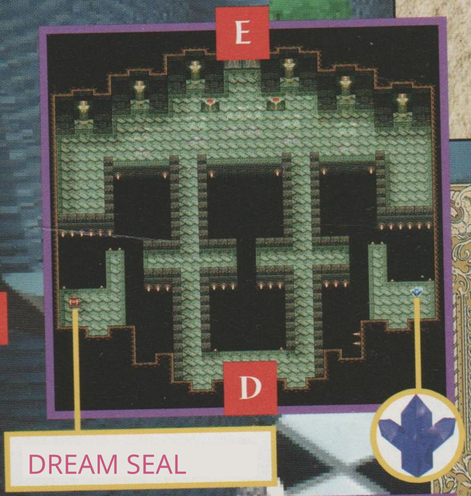


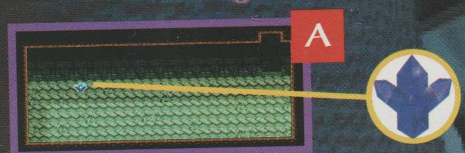
FLOATING STONES.

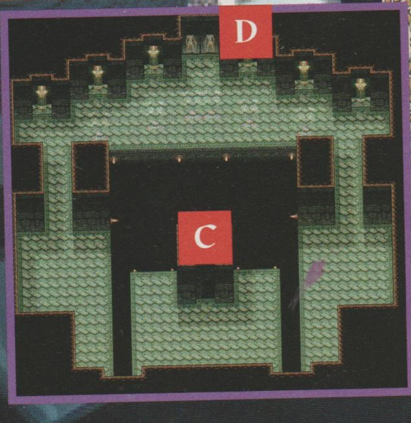
The four switches at the bottom of the picture control the corresponding stones. If you activate a switch, a stone starts to move. You must try to maneuver the stones so that you can reach the other side. Remember that the switch that sets a stone in motion also stops it again!





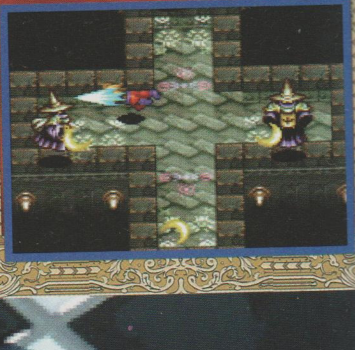




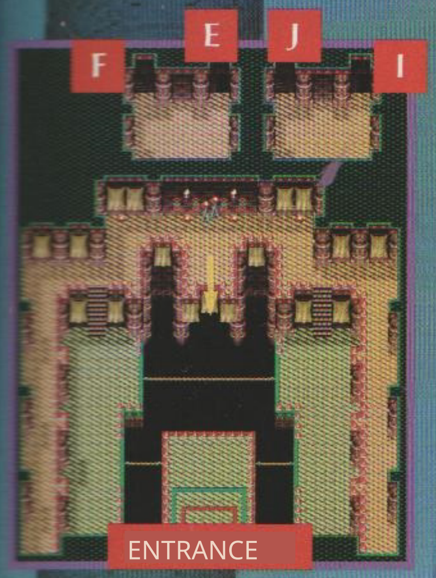


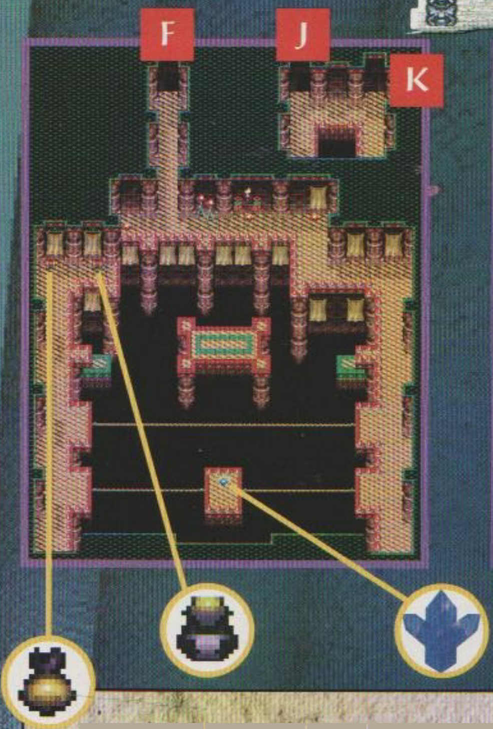
HELL PRIEST

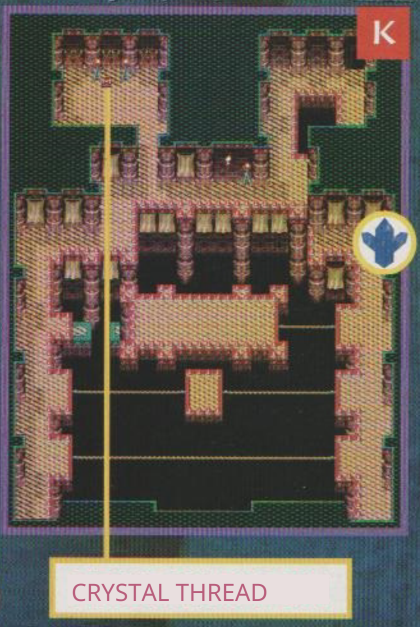
On the top floor of the third tower, the black-magic creatures of the night already await you impatiently. Do not panic at the sight of them. Your best chances are when you wait in the center of the platform until one of the villains appears and then attack him with the lightning stab.

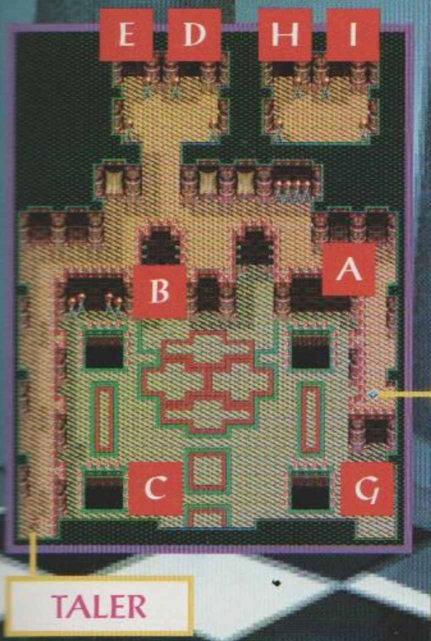


Towers 3 & 4



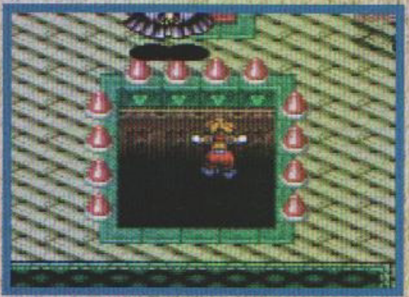




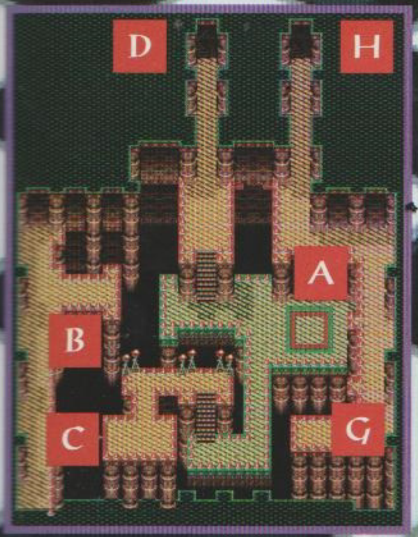


THE TRUTH LIES BELOW

So that you can reach the top floor in Tower Four, you must first turn your attention to the cellar. Initially, you should head to the basement.

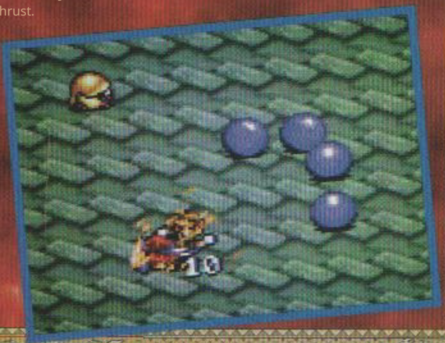


On the ground floor, go up one of the two staircases and then let yourself drop down into the cellar from the center of the raised platform. In this cellar there are a total of four large holes in the floor. You can find the stairs up if you let yourself fall into the lower right hole.



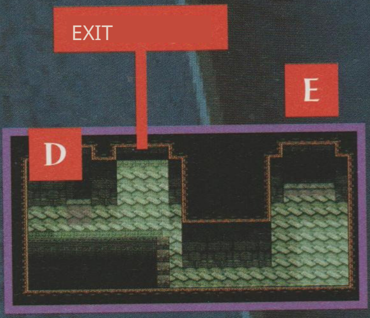
BALL SNAKE

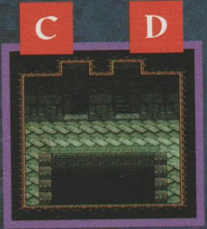
The Ball Snake proves from the start to be a very stubborn and troublesome opponent. The segments that the creature hits you with become independent and attack you additionally. Always strike the part that is colored red with the Lightning Thrust. After a few hits it detaches and the Ball Snake is one segment shorter. In this way you must fight the individual parts of the snake one by one until it is completely defeated.

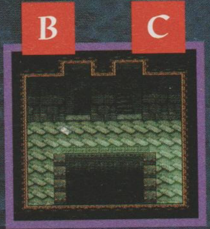


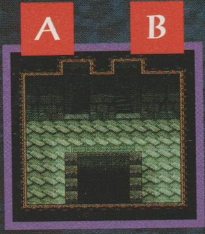
Tower 5

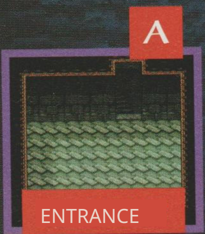
The toughest of your tasks in the underworld lies ahead. You must redeem the last part of the overworld! Slowly you approach the gate, take one more deep breath, and enter the gloomy halls full of unease. What unspeakable horrors might be lurking here for you?

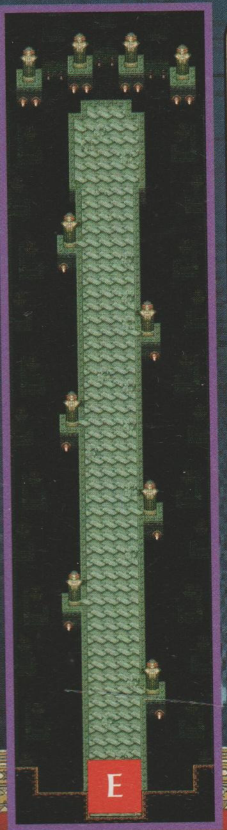






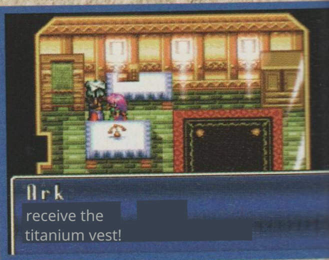






MELINA'S HELP

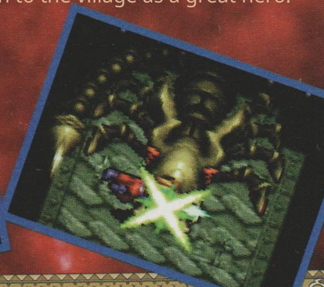
Already after two steps you will be thrown back out of the tower if you have not taken the proper precautions. Proceed first to the village and talk to Melina. She takes a liking to the crystal thread you obtained in Tower 4. Then go to bed for a good night's sleep and get a solid rest. Freshly strengthened you can visit Melina again the next morning, who will give you a new armor. With this your opponent in the first room will pose no problem, as his shot will bounce off your armor.



Ark
receive the titanium vest!

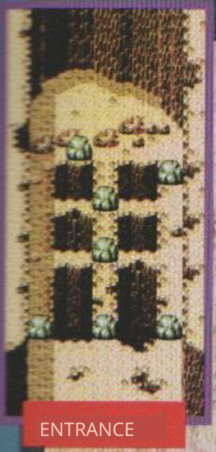
DEMON SCORPION

Before you face Simbal, the Demon Scorpion, you should acquire three to four fire rings. You can block Simbal's shots with the weapon shield and thus put yourself in a good starting position to activate the fire ring right in front of his head. With a bit of luck you will survive this fight completely unscathed and can return to the village as a great hero.



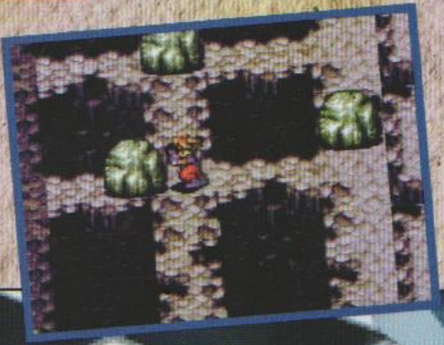
Mysterious Shrines

Surely you have already noticed these two secrets on the map of the Underworld. However, only now, after all five towers of the Underworld have been freed from Evil, should you visit these shrines. The map on page 12 gives you more precise information about the geographical location of the shrines.



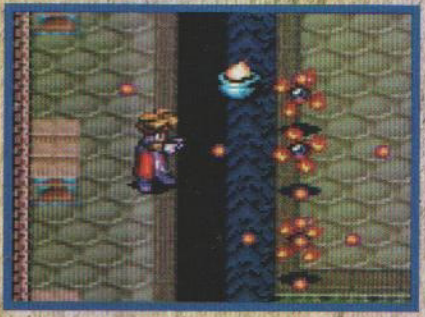
ROCK BARRIERS

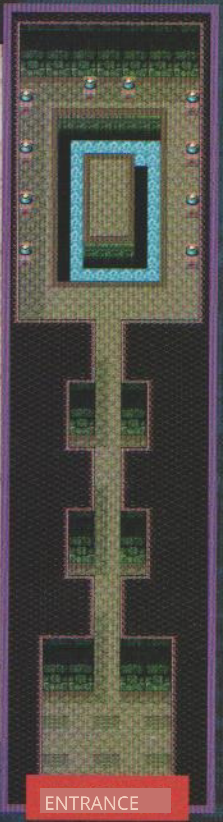
The rocks not only look heavy, but they really are! You still have to push them in the correct order to get past them. But don't worry: if anything go wrong, leave the cave and enter it again. Everything will then be back in its original position and you can start a new attempt.



HIDDEN DOOR

The goal of this room is located at the very top in the middle. But before you can find it, you must take care of the enemies. You have to put the fire stars on the platform in the middle out of action by throwing pots at them with precision, since unfortunately there is no path leading there. Again: if all pots are used up, you must start over from the beginning.



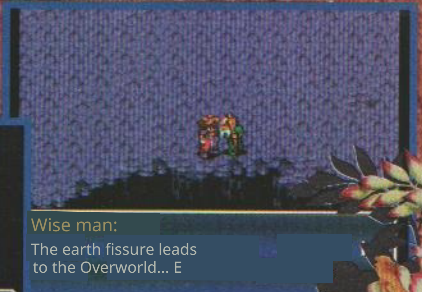


THE OVERWORLD AWAITS...

Thanks to your courage and efforts, all continents of the Overworld have been reborn. But what use are the worlds if no life can thrive on them? Therefore your next task is to make your way to the surface and there complete the work you began. However, before you set out, return to the village and speak with Melina and the Elder. They still hold important information and advice for your further adventure. When you are finally ready for everything, proceed to the passage that opens the way to the new old world!

Komm bald zurück...

Have a good trip!

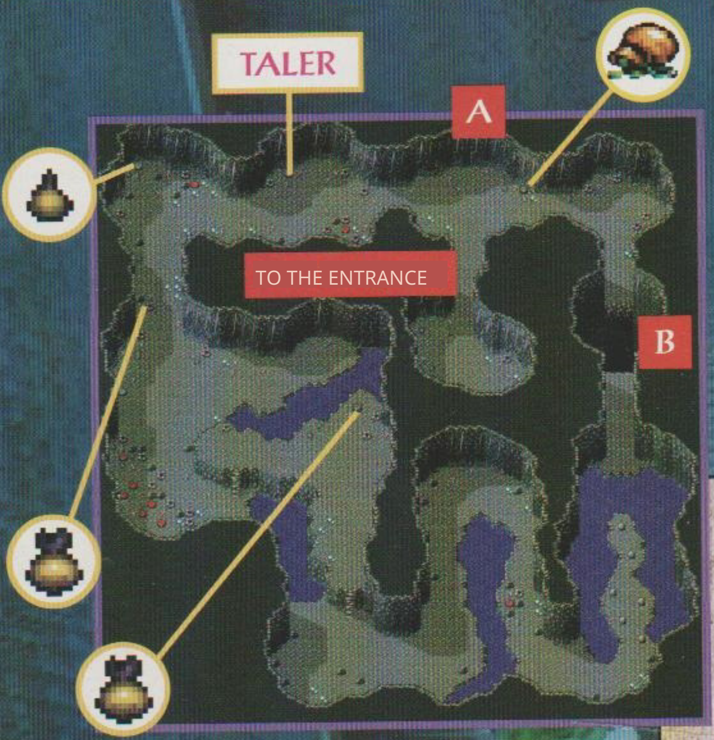


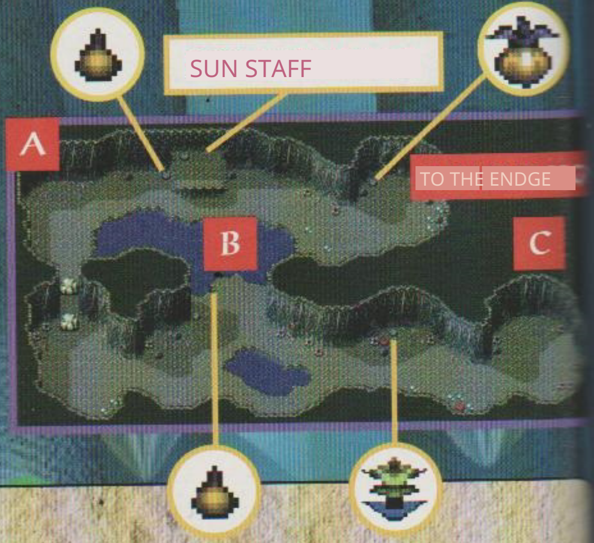
Wise man:

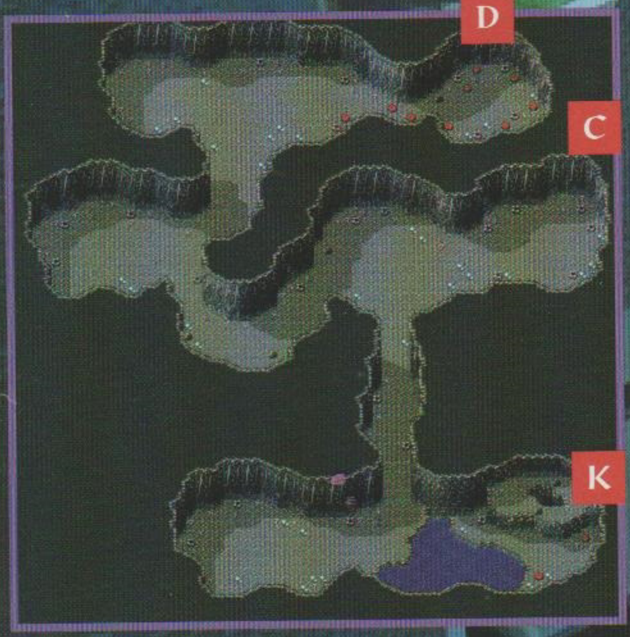
The earth fissure leads to the Overworld... E

The steppes of South America

Your first stop on the surface of the new world is located in South America. The first destination of this journey to the newly formed continent is a cave in the north. After that, you should take a closer look at the south and then the lake in the center.

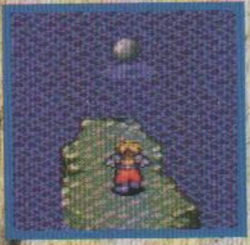


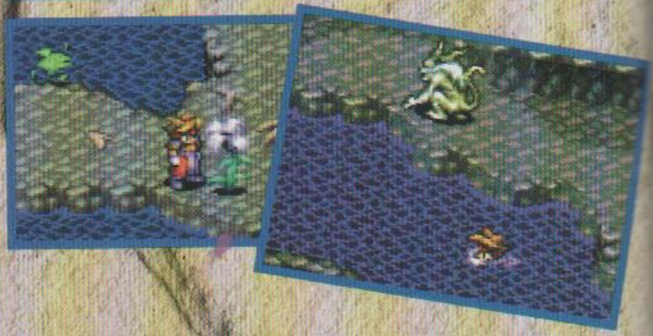


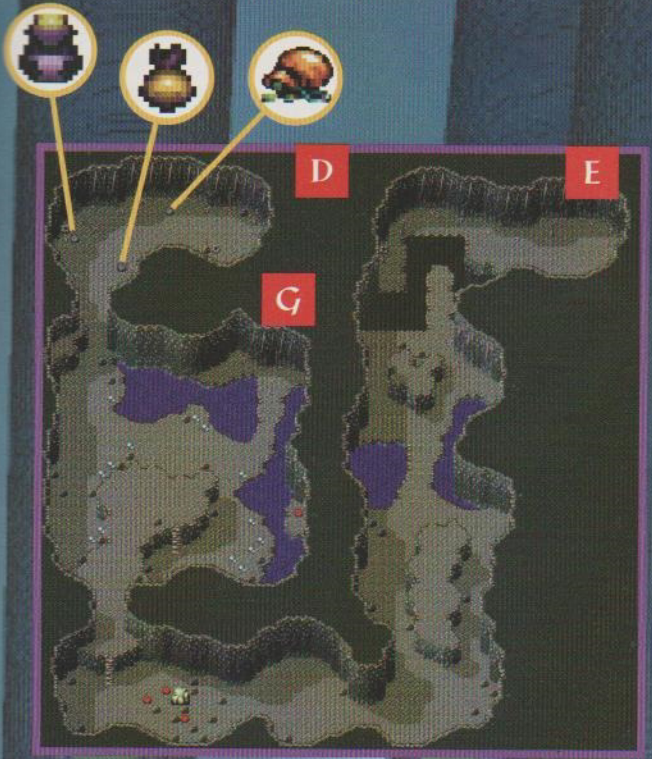


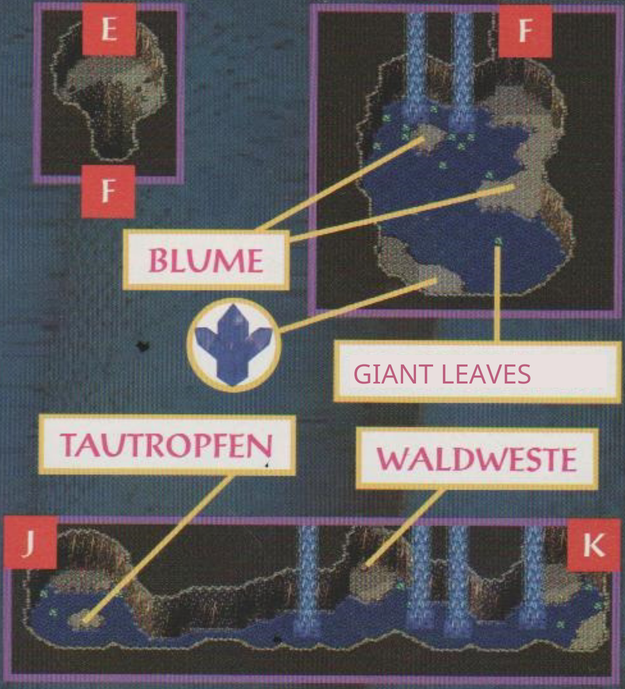
LEARN TO SWIM

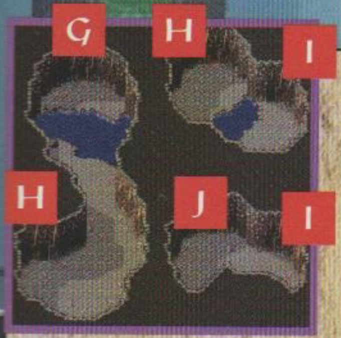
In a hard-to-reach part of the cave you will find the giant leaves needed for swimming. Talk to the friendly flowers at point F, which will give you important clues about the location. You can pass the spot shown in the top screenshot if you defeat all the enemies that are in this room. Throw stones at the fish so a new path is created and you can reach the hole to the lower part of the cave.





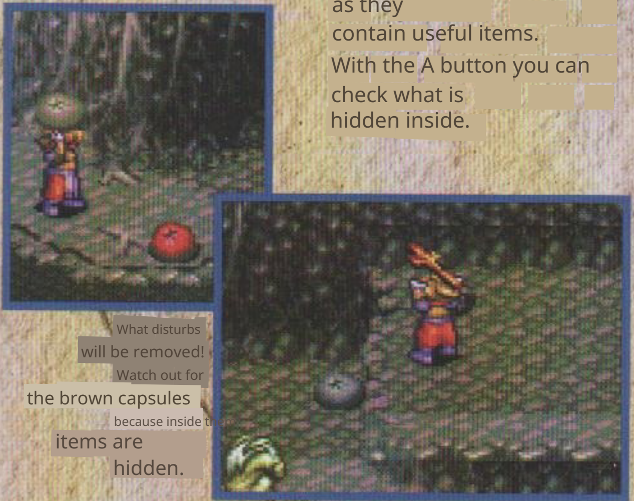






DECEPTIVE SEED CAPSULES

Such spherical plants can be found all over the rocky floor of the cave. Some of them should be enjoyed with caution, because they shoot their poisonous spines at you. Clear them carefully out of the way if they block your path. You should pay special attention to the brown capsules, as they contain useful items. With the A button you can check what is hidden inside.



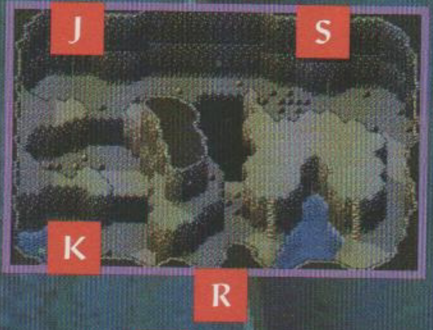
What disturbs will be removed! Watch out for the brown capsules because inside t items are hidden.

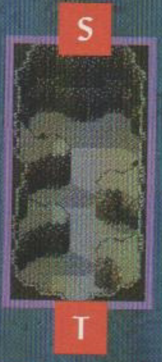
THE HELL MOLOCH

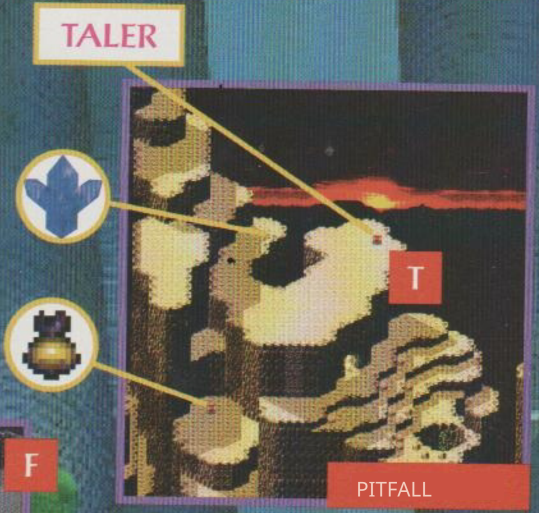
The Hell Moloch lives in a small cave that you can only enter, however, after you have recovered the Tautropfen from the depths of the cave. In the fight you must first defeat the enemies on the right and left sides so that the Moloch reveals itself. A fighting position slightly below and to the side of its den offers you the best chances of survival. A magic ring can also be of great use in this confrontation!

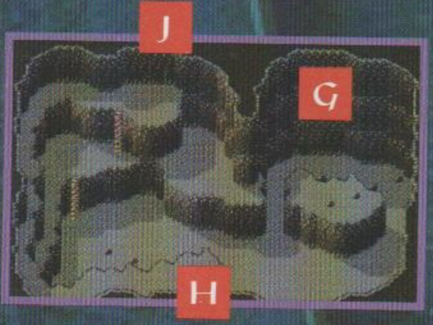
Grecliff

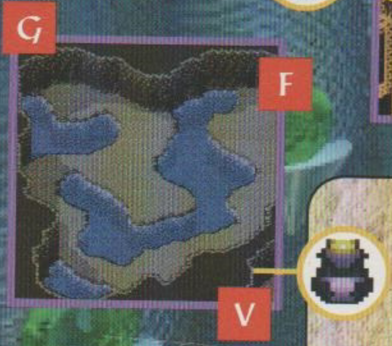
The mountain range that separates the two American continents lies behind you. With great eagerness you explore the paths that lead to the peaks. The elevation to the west is your first objective.

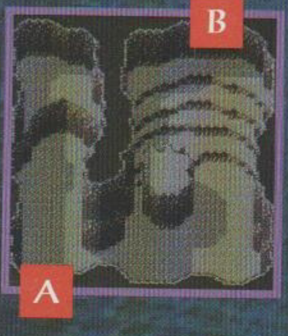


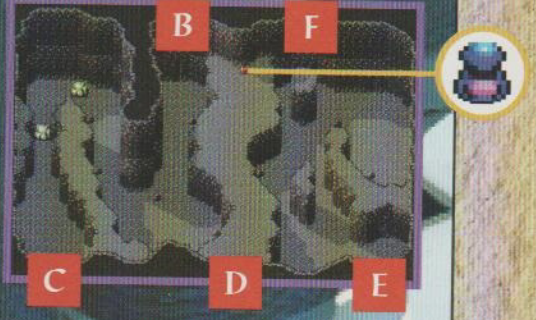


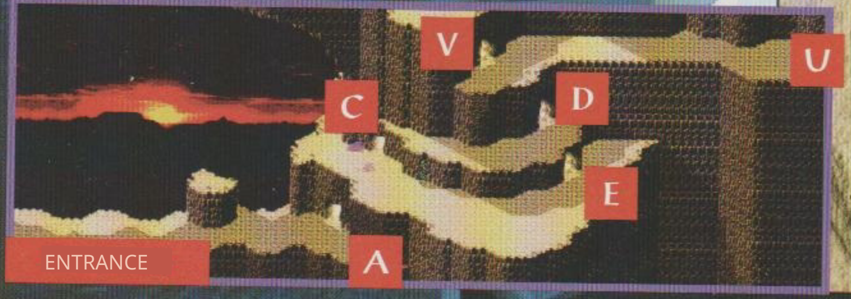




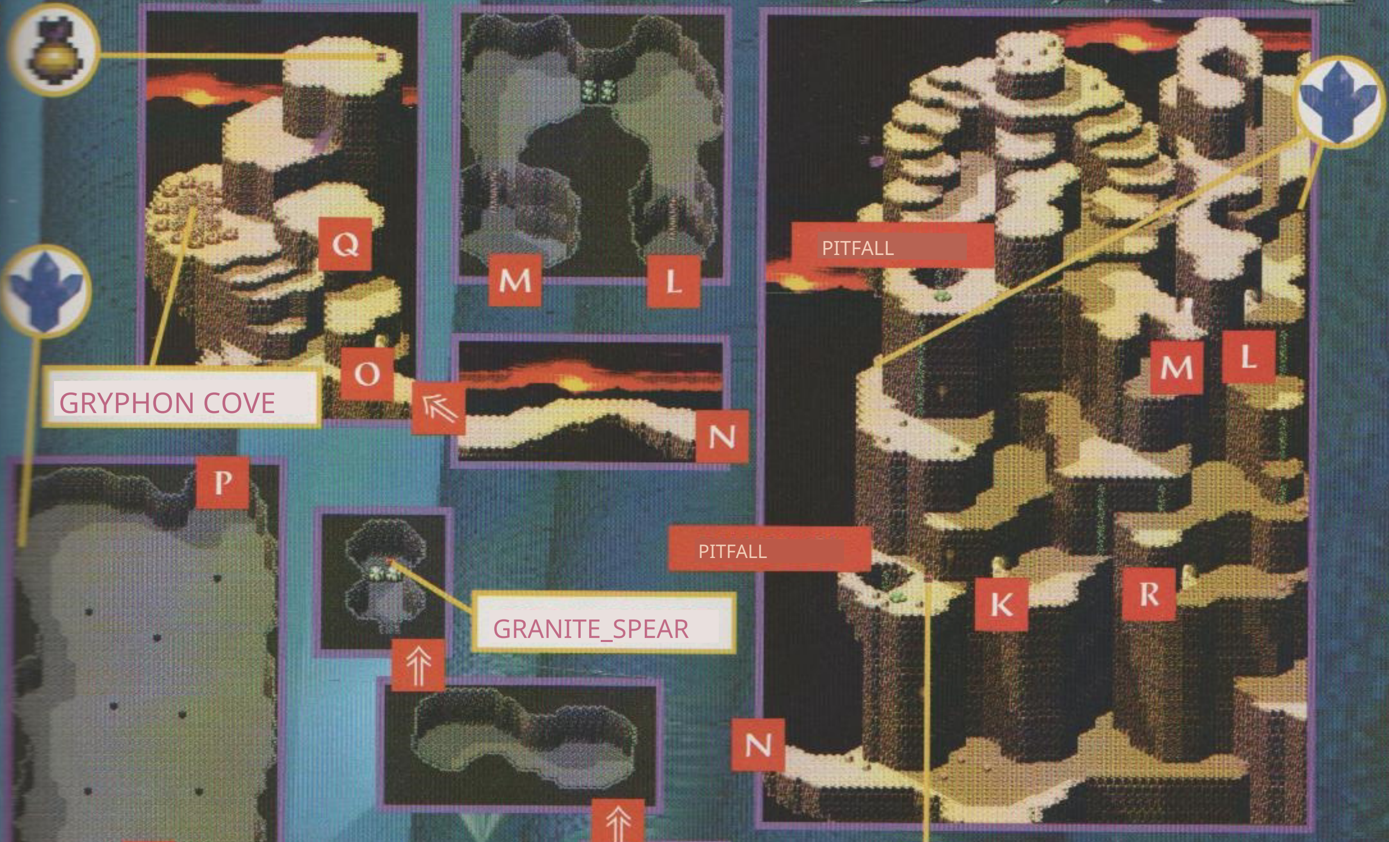


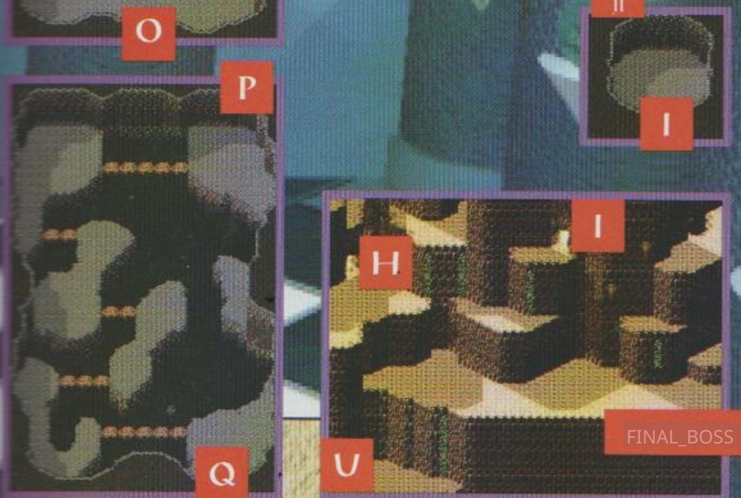






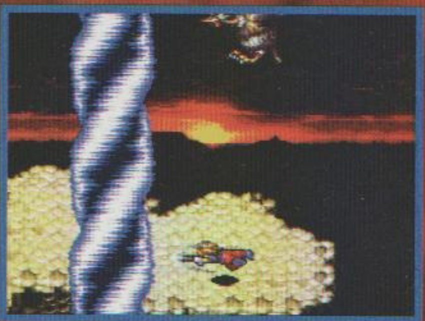
ROCK-HARD BARRIERS At one point in the mountain caves the path is blocked by massive granite rocks. You cannot continue your journey at this spot until you possess the granite spear. Search for the entrance that leads you directly to this wondrous weapon. It cuts through even the hardest stone, like a knife through butter.





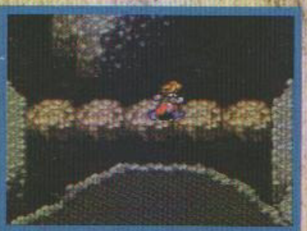
INFERNALOS

Giant, vulture-like flying demons inhabit the summit of this mountain. In this fight you must have some patience if you want to claim victory. Hits are only possible when a bird is within the range of your weapon, which, unfortunately, is quite rare. In the time between, you must bridge it by dodging skillfully. Be especially wary of the creatures' tornado attack! The treacherous winds try to blow you off the platform. But a sprint at the right moment works wonders.



GAZE INTO THE ABYSS

A terrible earthquake in the recent past has made the stone bridges in this chamber unsafe. You should cross this area quickly, because otherwise the mighty Geoblaster causes the bridge to collapse. In that case you must start again at the beginning of the room.

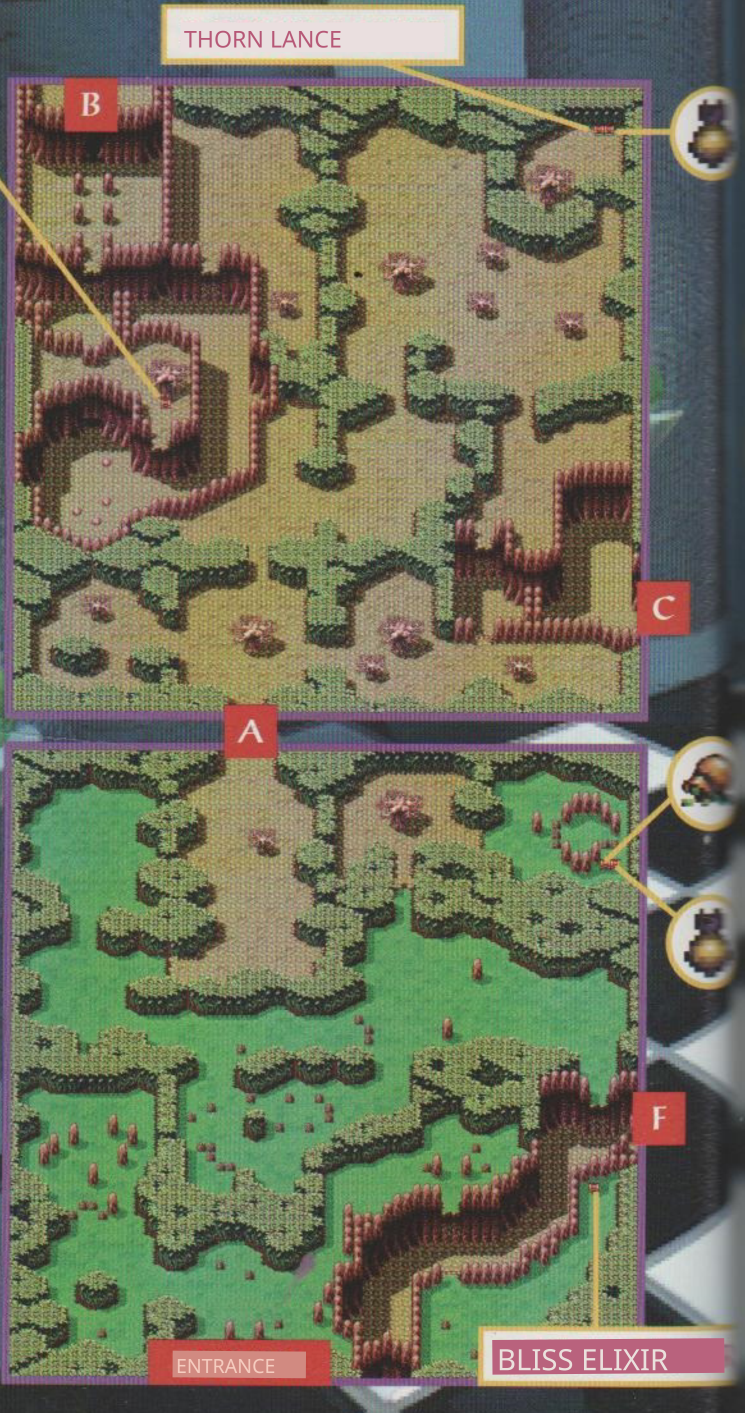


Africa's wildlife

One of the messengers from the Bird City brought you to this bleak-looking piece of land. No plant, no animal, nothing indicates any form of life. But it is precisely this situation that you must overcome...

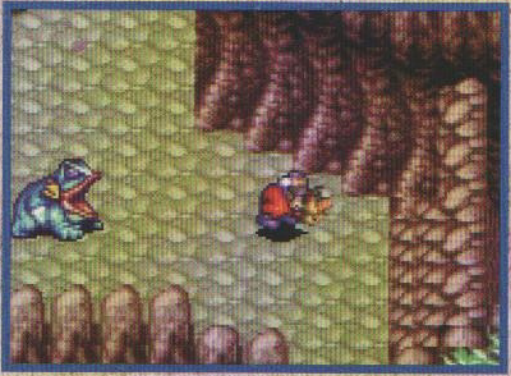
RETURN OF LIFE

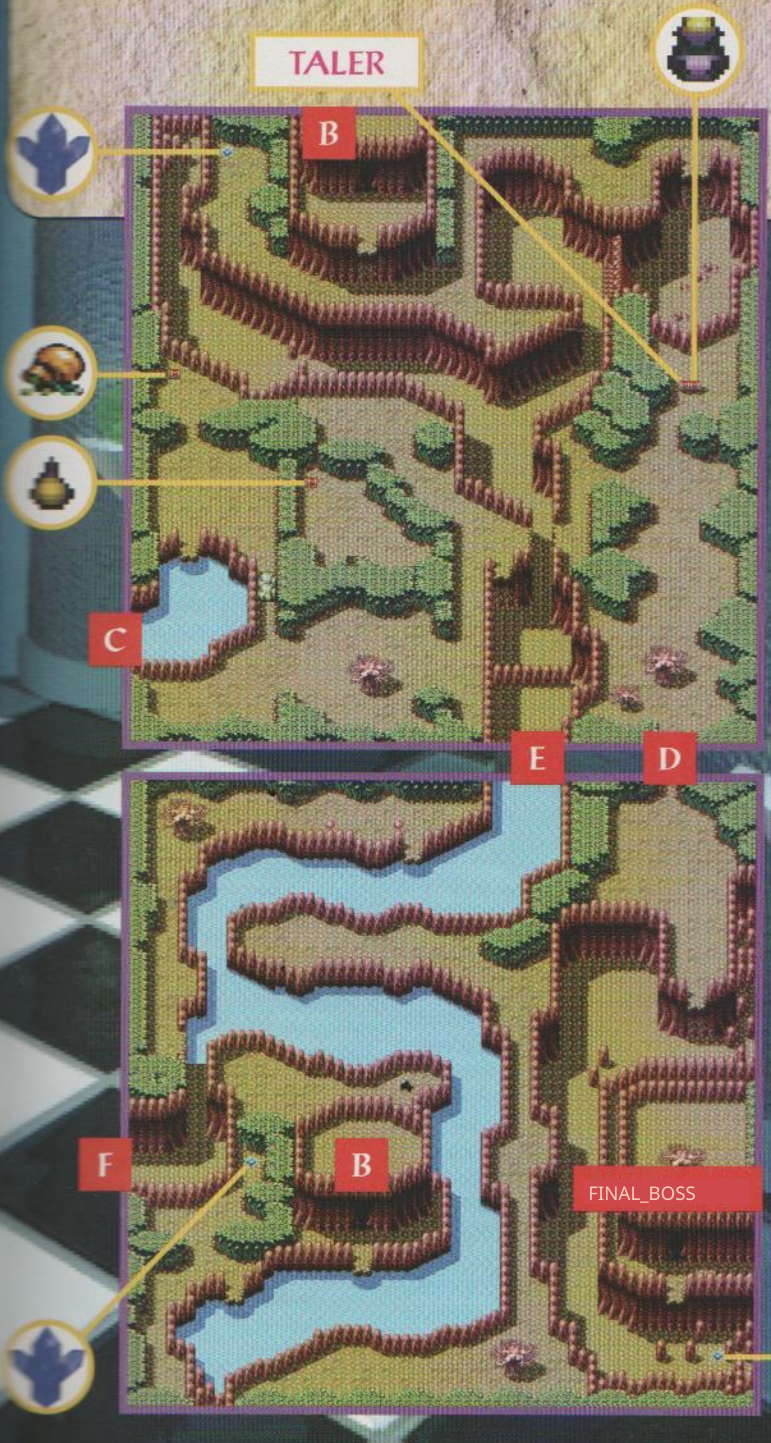
To re-green the barren landscapes of this world, you must free four souls each from their monster shells. Defeat all enemies on your path through thickets and wasteland. You can recognize the souls themselves as shadowy spheres that dissolve once a battle is over. Once you have freed them all, proceed to the Temple of the Lost at point B. The liberated ones will ensure that the state of the land normalizes again and the water flows again.



IMPREGNABLE WALLS

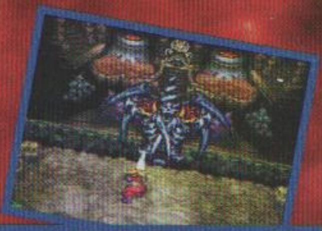
The wall in the screenshot on the right cannot be overcome by your own strength. Without external help it forms an insurmountable obstacle. Fortunately, one of the thunder toads happens to be here. It will help you unwillingly to get past the obstacle. If you land a blow it will fire a burst of energy in your direction. Let yourself be hit by this and the impact force will send you through the wall.

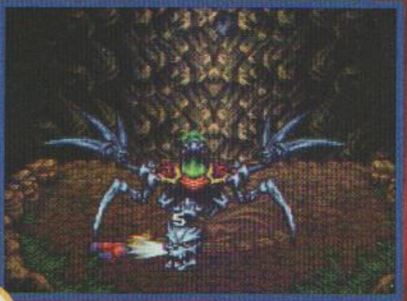




SATADOROS MUTANT BEAST

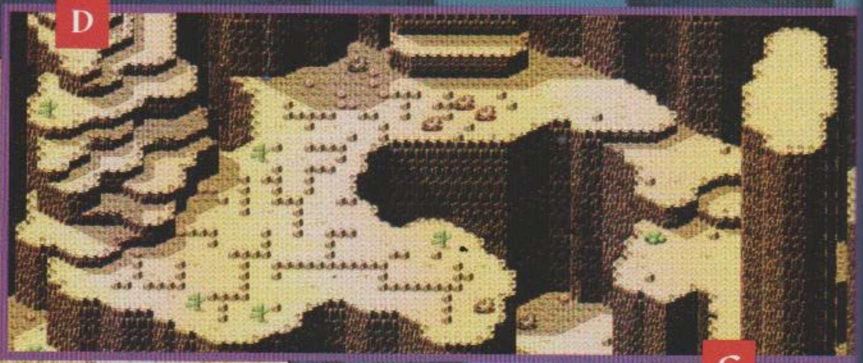
When fighting these monsters you must also have patience. After all, you can only hit it when it dives down and tries to snap at you. Then attack it with the lightning stab. The battle may possibly drag on a bit, since your hit rate is unfortunately rather low and the enemy can take several blows before it gives in.





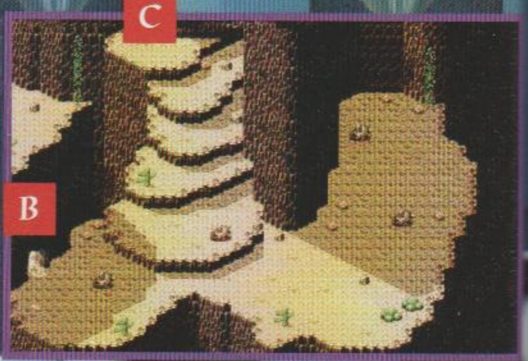
Valley of Terror

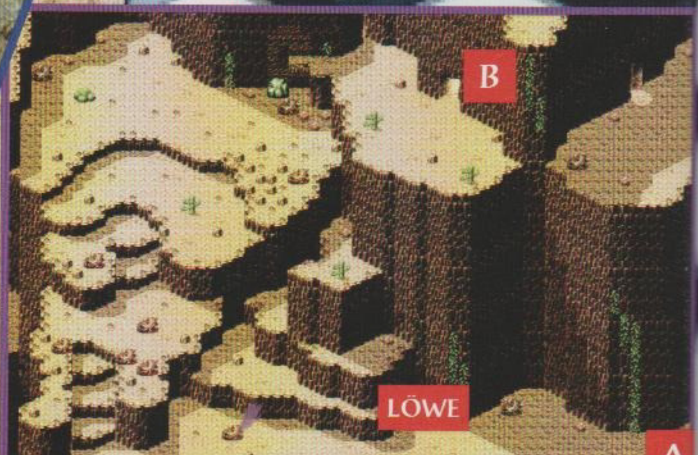
You listen to the words of the Lion King in awe. The story of his son fascinates you from the start and you promptly decide to save the life of the crown prince.

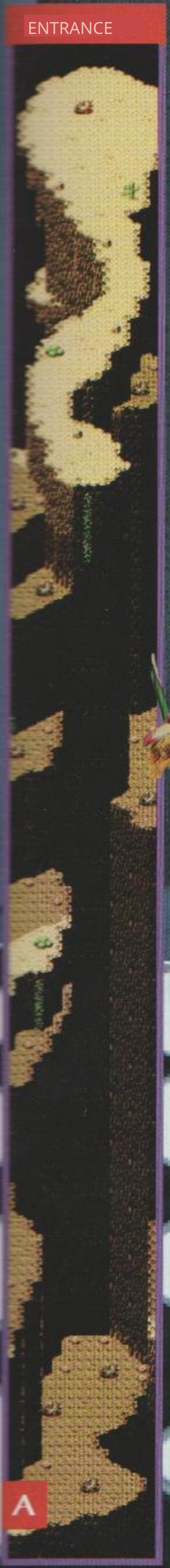


RESCUE OF THE PRINCE

You've certainly gotten yourselves into something nice when you decided on this rescue operation. At the lowest point of the valley you will find the young lion. Together with him you must now make the ascent. Unfortunately, the little one tends to dawdle a bit, which makes the difficulty- The difficulty of the task is considerably increased. Try by all means to prevent enemies from attacking the brat, otherwise he will return to his starting point and the entire route will lie before you again. If he stops, you should keep talking to him to encourage him to continue.

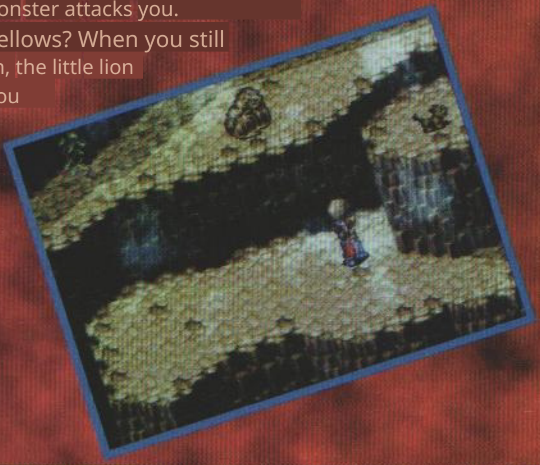






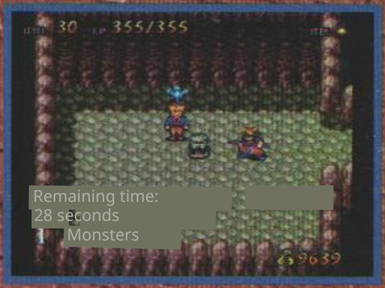
SCHLAMMHADOS

Out of reach of your weapon, the slime monster attacks you. How should one attack these sinister fellows? When you still while you are tinkering with a suitable plan, the little lion already has a ready strategy. He nudges you throw rocks at the mud monster again and again that you must throw at it. Always pay attention to its attacks and dodge skillfully. After a few hits it sees stars and you can deliver the lion home!

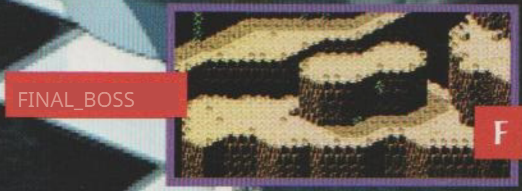


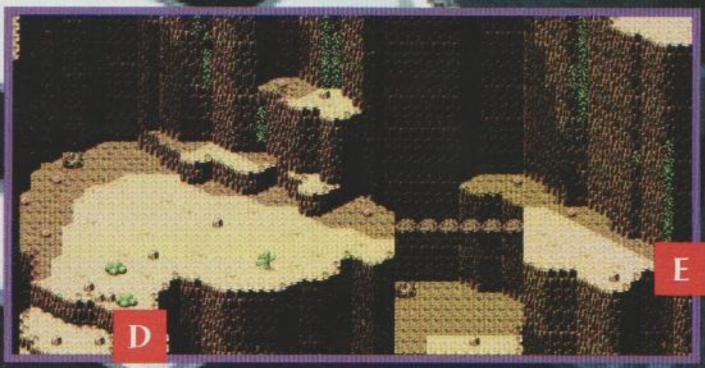
Encore, please?

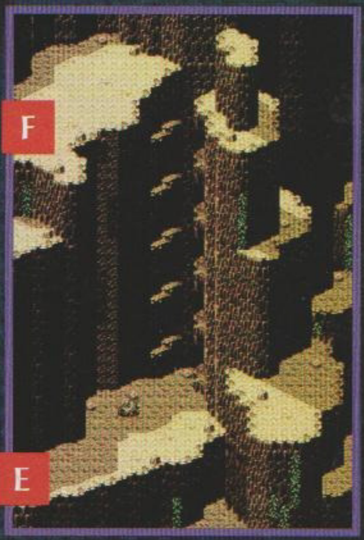
After you know the son of the Lion King is safely back in the care of his parents, you should remember the empty chamber in the Lionhome Cave well. Once you have freed the humans, you can make another discovery here!



Remaining time:
28 seconds
1 Monsters

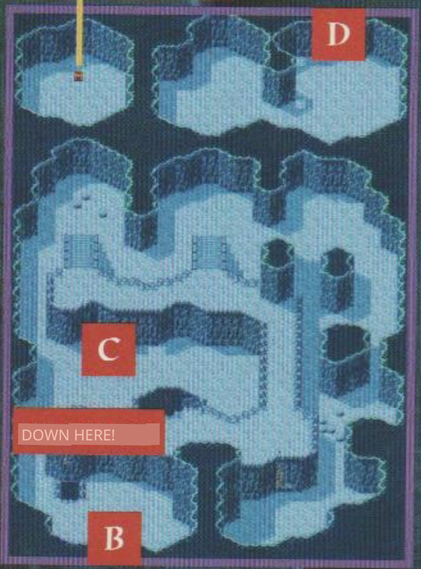


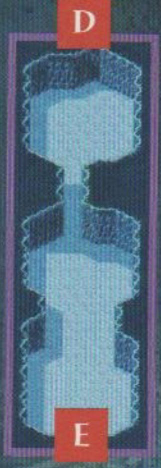


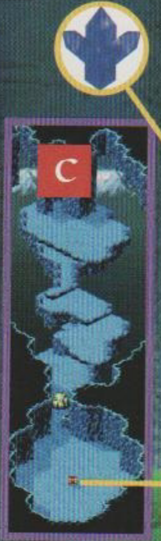


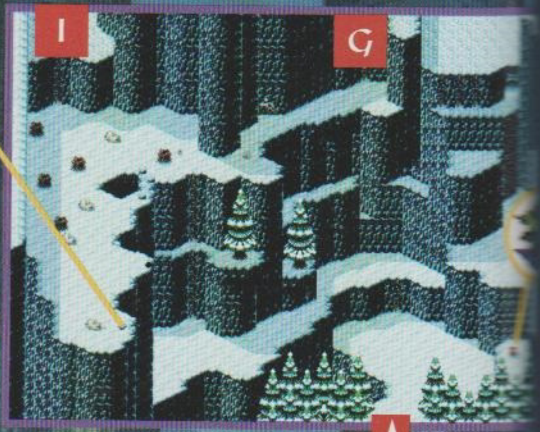
Eklemata

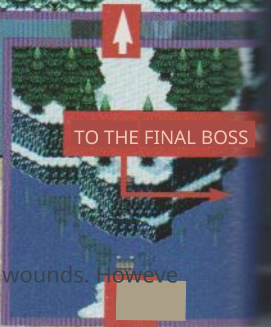
Thanks to the help of the hippos, who formed a bridge over the raging river in East Africa, you reach Arabia. The adventure continues here in the icy cold of the highest mountain range...

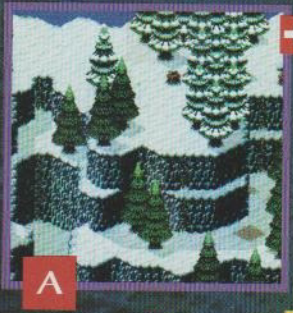

ICE ARMOR
D
C
DOWN HERE!
B

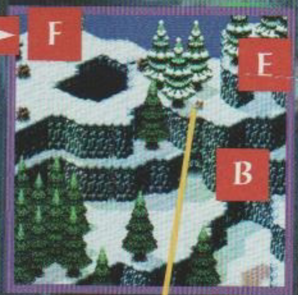



C
FLAME STAFF




TO THE FINAL BOSS




F
E
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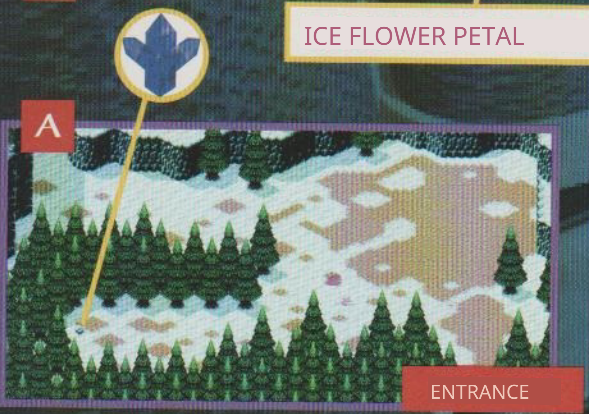
ICE FLOWER PETAL

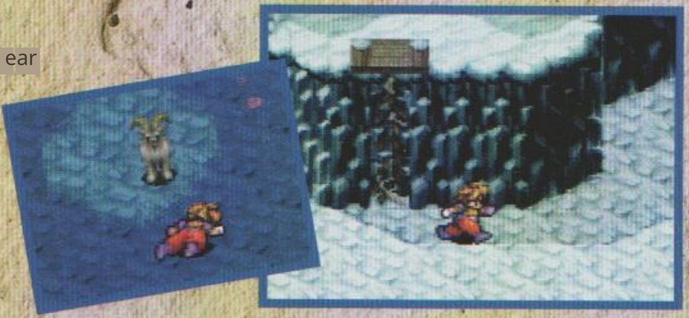


HEALING OF THE YETI

Bent over in pain, the snow creature has gone into the FL pond to heal its wounds. However, the water cannot exert its full healing power because one ingredient of the spring is missing. Compassion for the poor creature moves you to search the icy heights for the Ice Flower Leaf that will restore the spring's healing power. Grateful for its swift recovery, the Yeti helps you cross the ice river.

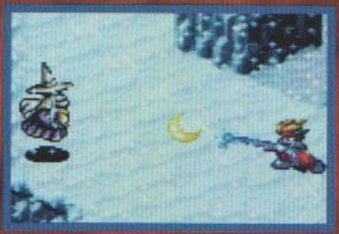
WEATHER EFFECTS

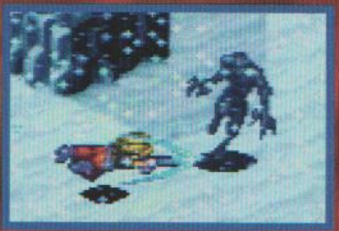
The echo of the terrible natural disaster still rings in your ears. After all, one does not experience such an avalanche very often. Trembling with cold, you awaken on the floor of a deep glacial crevasse. The mountain goat, which has also been swept there, helps you find the way back to the surface. There you discover that the avalanche also had a good side: the ice flow over which the Yeti hurled you has disappeared, and you can now continue your path toward the final boss.

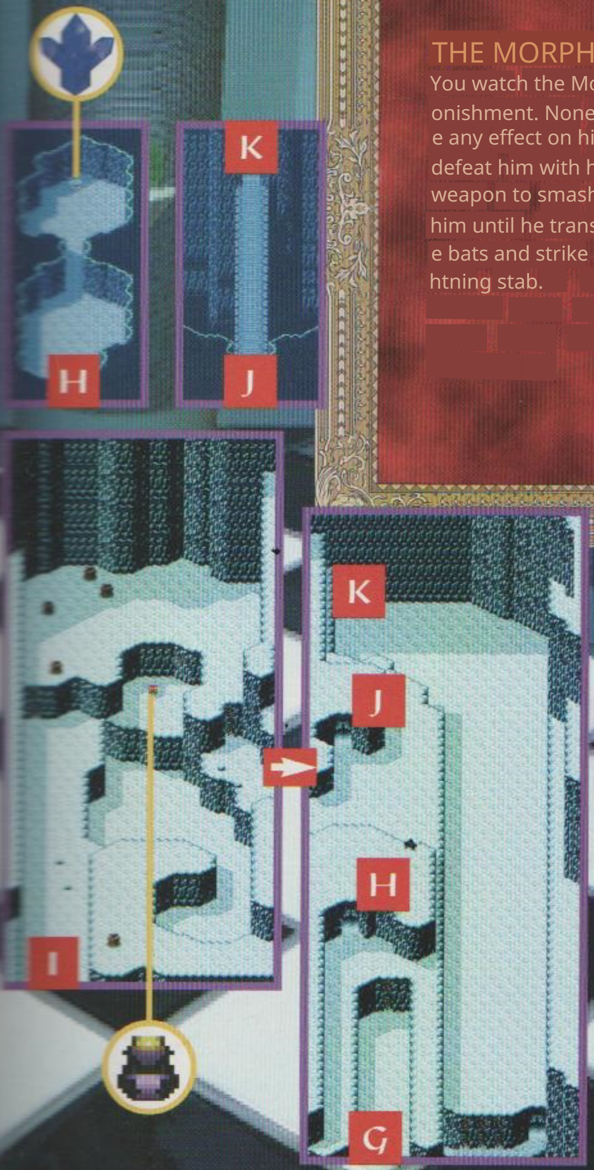


THE MORPH DEMON

You watch the Morph Demon’s actions in astonishment. None of your attacks seem to have any effect on him. Ultimately you decide to defeat him with his own weapons. Use your weapon to smash his energy beams back at him until he transforms again. Then dodge the bats and strike his natural form with the lightning stab.





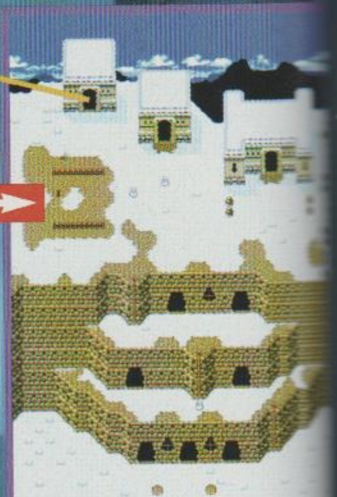


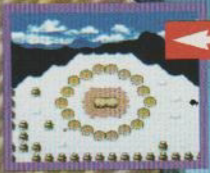
HEALING UNCONSCIOUSNESS

The memory of the past events unfortunately returns to you only in fragments. The events were too dreadful. When you open your eyes, you notice that humanity apparently has returned to the world. Beaming with joy, you spring out of bed, glad to have at least accomplished that. However, the ability to communicate with animals has vanished along with the unconsciousness,...

Lhasas Monastery

Contact with people gives you new courage. In the Tibetan town you search for clues about what fate has planned for you next. The inhabitants have quite a bit to tell you...





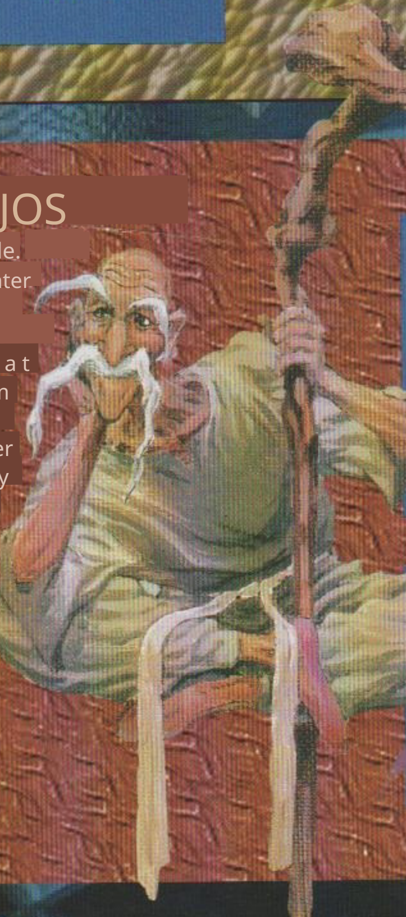
THE SHOP

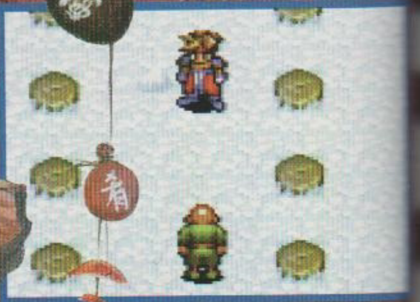
OF THE SHOP:

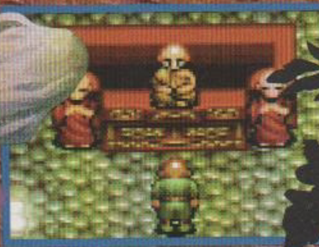
Healing Bulb	10 Talers
Miracle Bulb	25 Talers
Antidote	13 Taler
Monk's Robe	1080 Taler

THE MISSION MA-JOS

Ma-Jo awaits you in the city's temple. He tells the story of his granddaughter who, for reasons still unknown, ran off toward the desert and has been missing without a trace ever since. All rescue attempts have failed and the people have already given up hope of seeing her alive again. With pleading eyes, Ma-Jo asks you to help search the nearby desert for the girl. Before you undertake this venture, however, you should fill your supply chest to the brim, for terrible things await you in the ruins of the desert city!







Luran

A queasy feeling comes over you as you follow a girl through the desert who leads you to Luran. Everything you've heard about the city so far seems wrong, because the city does not look like a destroyed ghost town...

THE NIGHT OF THE ZOMBIES

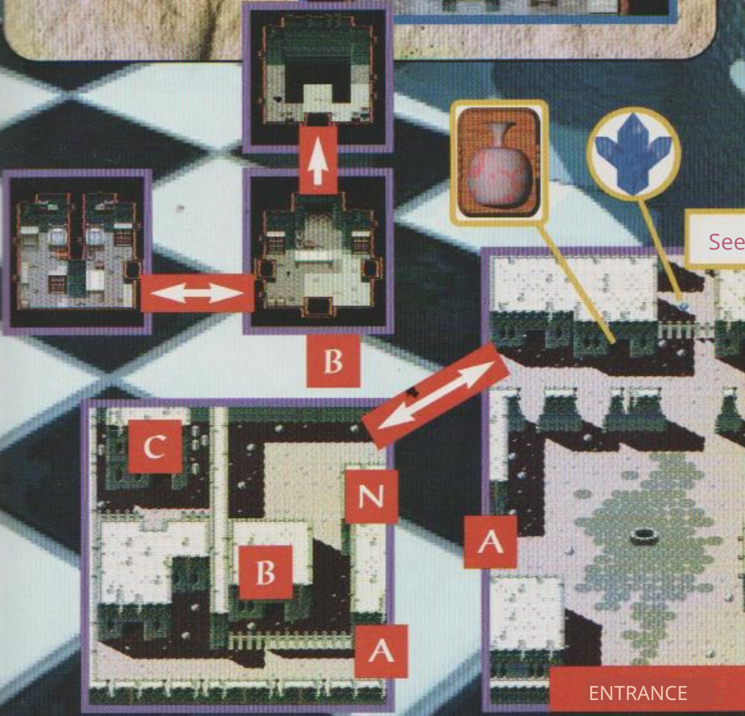
After doing some investigation you find at C Mei-Lin's parents, who were thought to be dead, and at E Mei-Lin herself. However, she is not very pleased about your appearance...

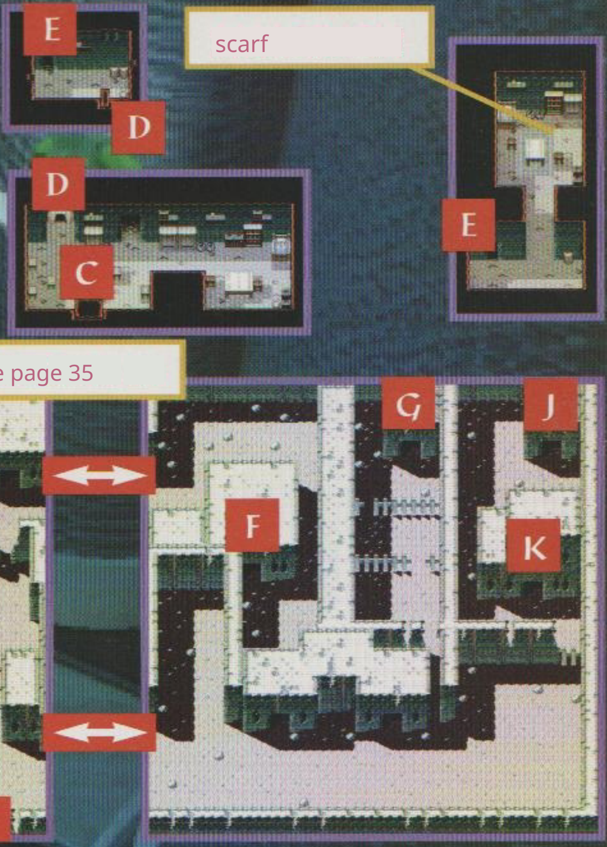
Confused, you go to the hotel. You still cannot explain why Luran is not a ghost town and why Mei-Lin's parents are alive. Exhausted, you fall asleep and experience a surprise the next morning.

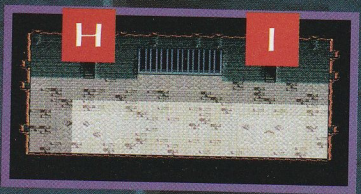
THE SHOP

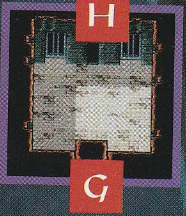
OF THE SHOP:

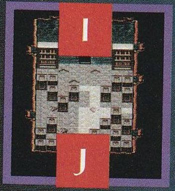
Healing Bulb	10 Talers
Miracle Bulb	25 Talers
Antidote	13 Taler
forest herb	30 talers
bronze spear	880 talers

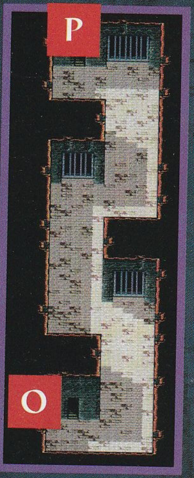


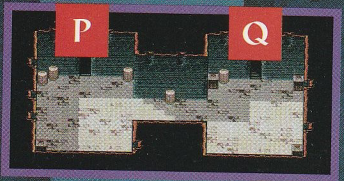


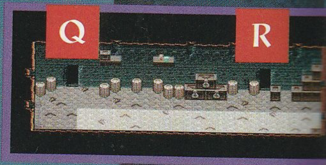


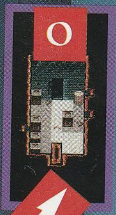


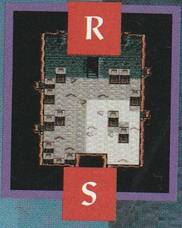


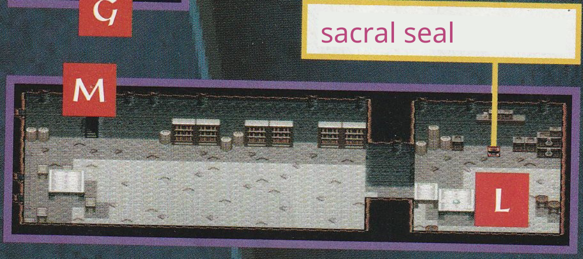


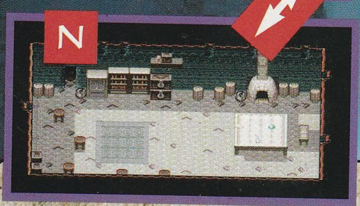


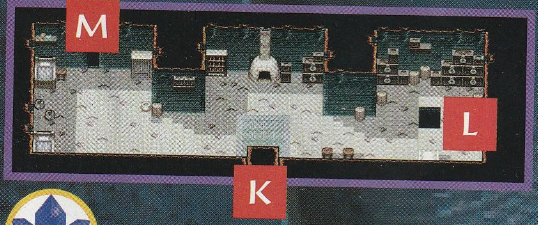


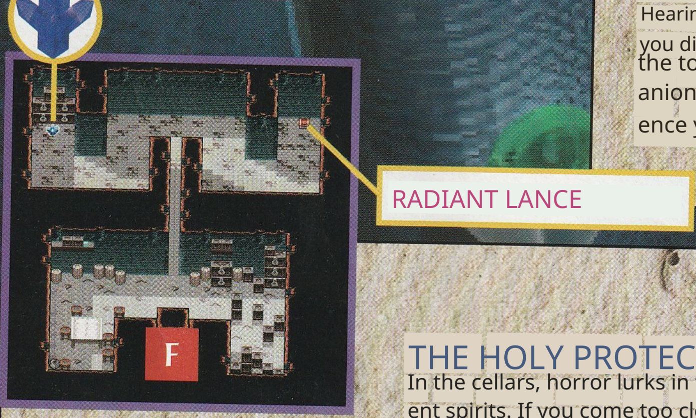










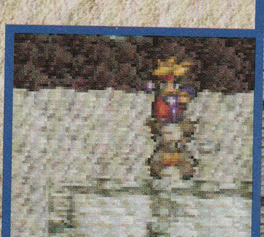


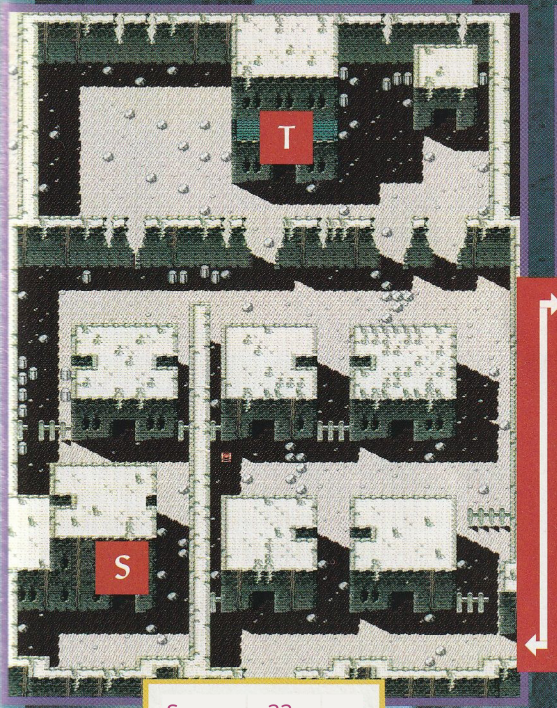
AN FAITHFUL FRIEND

Suspicious noises lead you to the vicinity of the eerie cemetery in the southeast. Hearing whining and scratching, you discover between the tombstones a small dog that apparently was the girl's companion. Perhaps he can help you find the girl's trail. Full of impatience you show him the scarf!

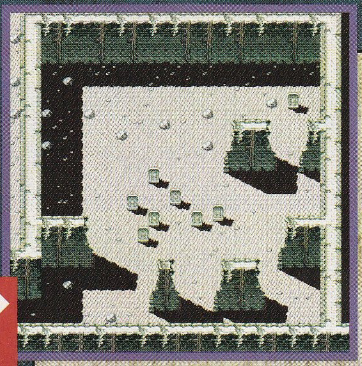
THE HOLY PROTECTOR

In the cellars, horror lurks in the form of malevolent spirits. If you come too close to them, you will be sent back to the town well. However, there is also a suitable means against them: the Sacred Seal. Let yourself fall down at point L. There you will find a chest that contains this holy item. Equipped in this way, none of the spirits can harm you and you can safely traverse the cellar.



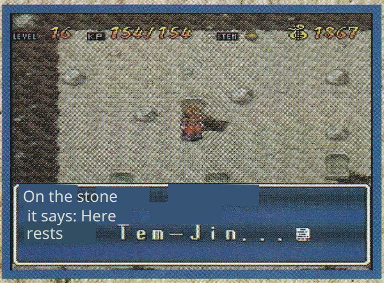


See page 33



HIDDEN BETWEEN GRAVES

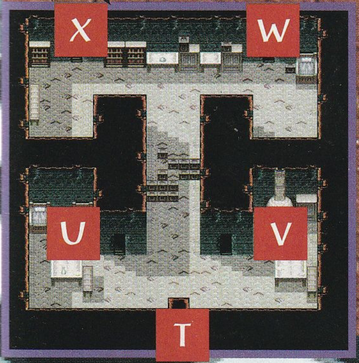
Another significant find succeeds for you in the cemetery if you previously advised Tem-Jin, the richest man in the village, to take his money to the grave. Now, after Tem-Jin's death, you find the man's wealth in his grave and can take it for yourself.

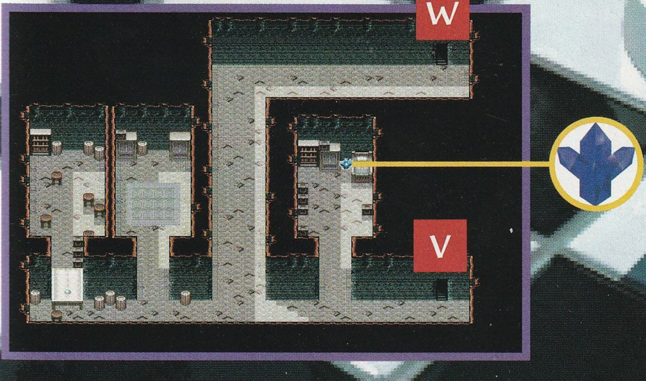


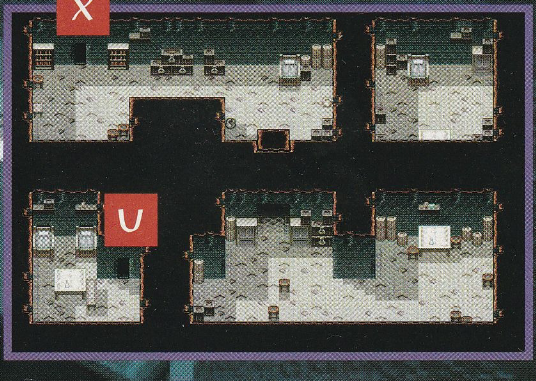
On the stone it says: Here rests Tem-Jin...

THE END OF THE HUNT

The idea of following the little dog proves in hindsight to be a stroke of luck. He leads you to a house where a ghost resides, which strangely does not attack you immediately. Curiously, you hold the sacred seal up to it and a wondrous transformation begins! Before you stands the missing girl, who thanks you from the bottom of her heart for her liberation. Your mission in this part of the world is thus accomplished and you can visit the nomad village! One of the experienced desert dwellers also willingly informs you which route allows you to cross the desert without harm.







Loire

The pleasant temperatures are a relief for your body, battered by the desert march. Fortunately, you do not have to search long before you find the town where you can recover!

INN

HOTEL: Free!

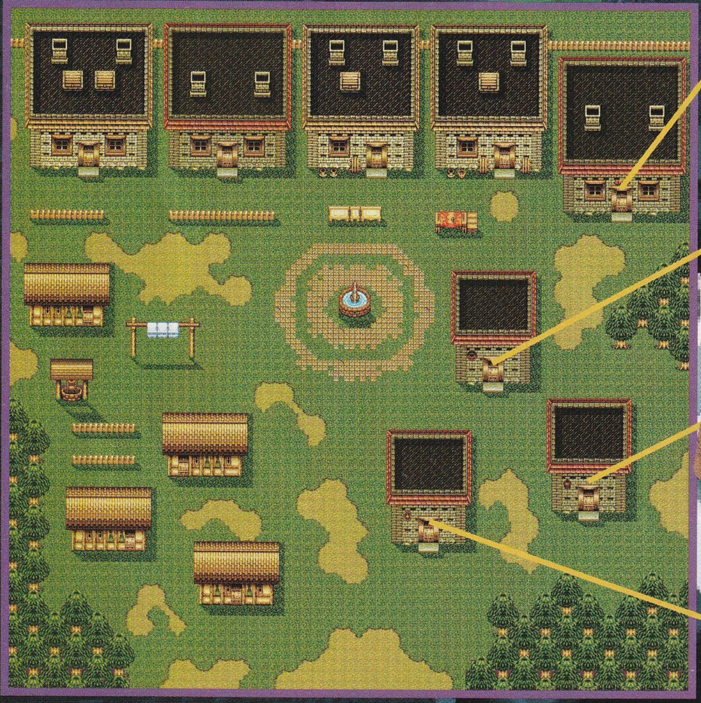
SELECTION FROM THE STOCK:

Bronze Spear	880 talers
Beam Lance	980 Talers
Silver Spear	1500 Talers
Chain Mail	**1280 Taler**

OFFER FROM THE MAGES:

Sun Ring	1 Crystal
Atom Ring	2 Crystals
Lightning Ring	2 Crystals
Wind Magic	4 Crystals
Flora Magic	1 Crystal

Later in the game you will have the chance to influence Loire's development. After the king's death you will receive the opportunity to participate in the upcoming mayoral election and cast your vote. But before you decide on one of the candidates, gather as much information as possible; after all, the future of the city is directly affected by your vote.



INN

THE WINE OF TRUTH

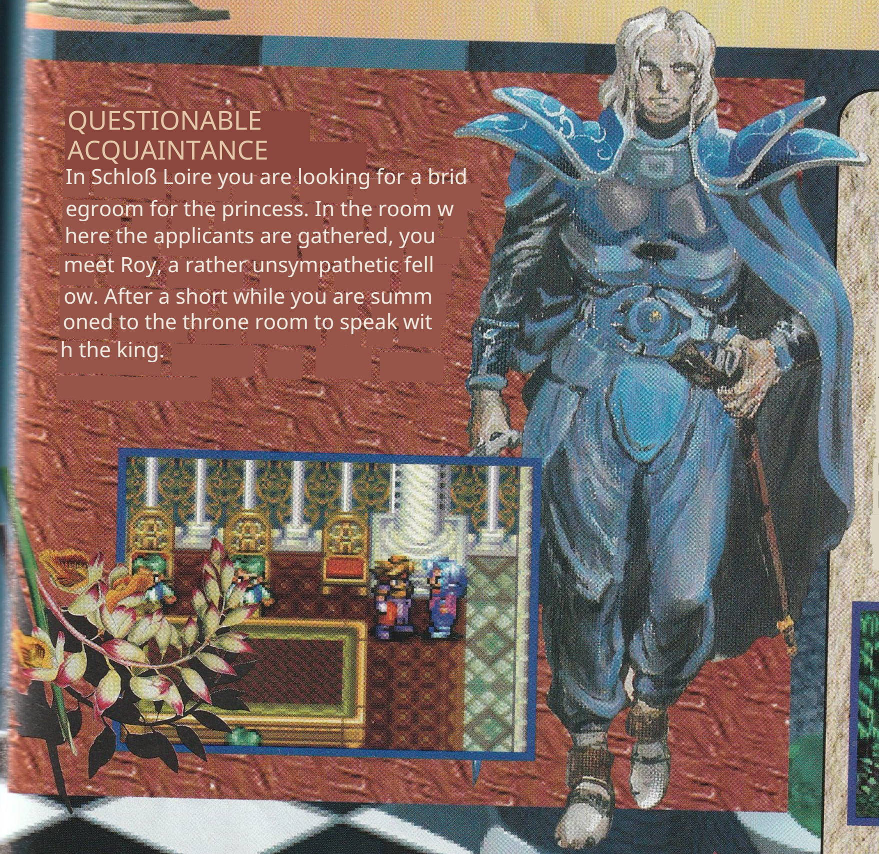
Free time combined with a sip of wine tempts one of the townspeople to tell you some important

There are things to tell. Visit him in the inn for an exchange of experiences.

You should also pay a visit to the fortune teller who has settled here.

Loire Castle

From afar you can already see the palace towers rising high into the cloudless sky. The gleam of the polished marble dazzles you as you walk through the vast halls and corridors.



QUESTIONABLE ACQUAINTANCE

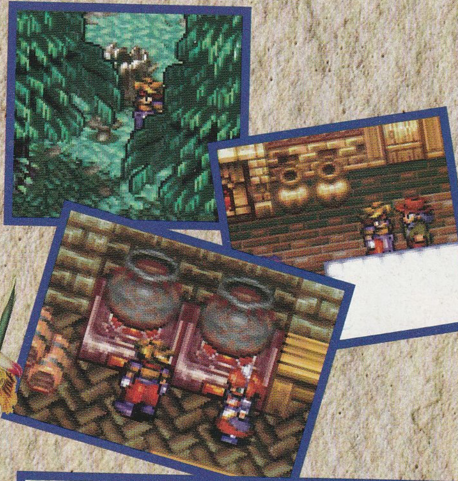
In Schloß Loire you are looking for a bridegroom for the princess. In the room where the applicants are gathered, you meet Roy, a rather unsympathetic fellow. After a short while you are summoned to the throne room to speak with the king.

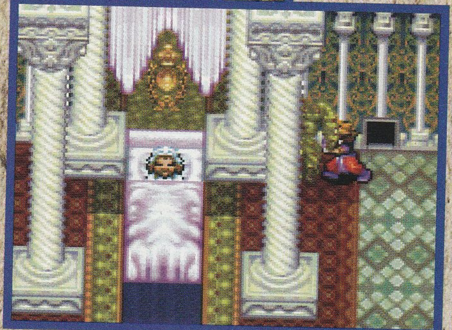
MYSTERIOUS ENCOUNTER

With chest held proudly you enter the throne room and make a surprising discovery: Melina is sitting beside the king! But is it really Melina? The girl looks like your friend from Krysta, yet she seems not to know you. In addition, she has been mute since an event in her childhood that she spent in Storkolm. Can you help her?

SWEET DREAMS

Some of the castle guards dislike your curiosity and prevent you from exploring all the rooms. For this reason you must resort to a somewhat sneaky trick. In a nearby grove, the Mosswood, you find a special mushroom. You take it to the town tavern, where a clever poisoner brews a sleeping potion from it. You can then pour this into the palace kitchen’s cauldron so that all the inhabitants fall into a deep sleep. After that, nothing stands in the way of a complete exploration!



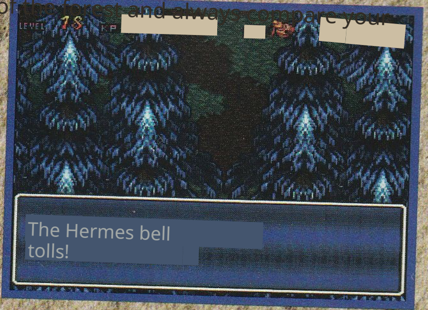


Norfesta

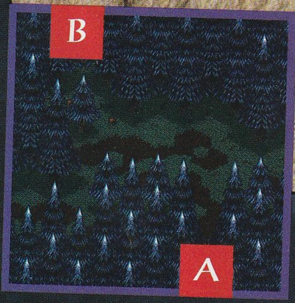
A shiver runs down your spine! No ray of light pierces the canopy, no birds chant, and even the wind is still in this wood. An ominous sign, nevertheless you continue your way, for after all you want to reach the village at the edge of the forest to find out more about the princess.

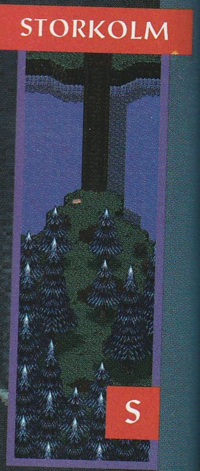
THE POWER OF THE BELL

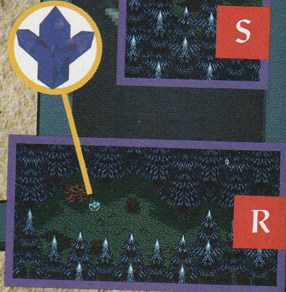
An old curse weighs on the forest, causing wanderers within it to walk in circles time and again. Fortunately you obtained the Hermes Bell from the tower behind the king's chamber, otherwise the curse's effect would also take hold of you. But with this magical object you manage to avoid the forest's misleading paths and stay on the correct route. Use the bell whenever you enter a new part of the forest and always compare your path with the magical map. Even with the bell, careless adventurers can get lost!



The Hermes bell tolls!

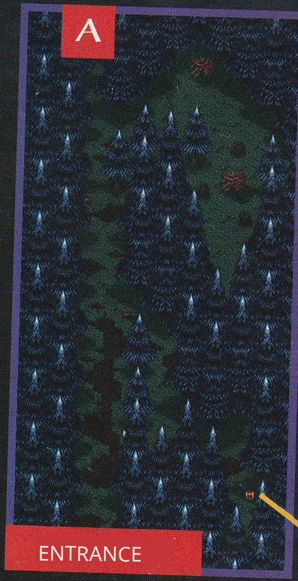


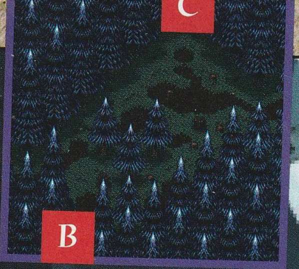


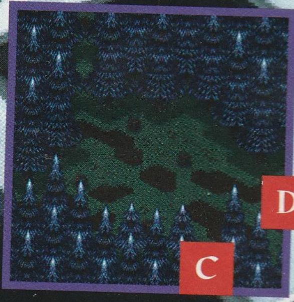


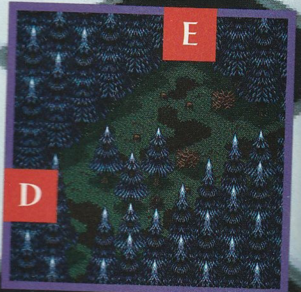
THE ENEMY'S STRENGTH

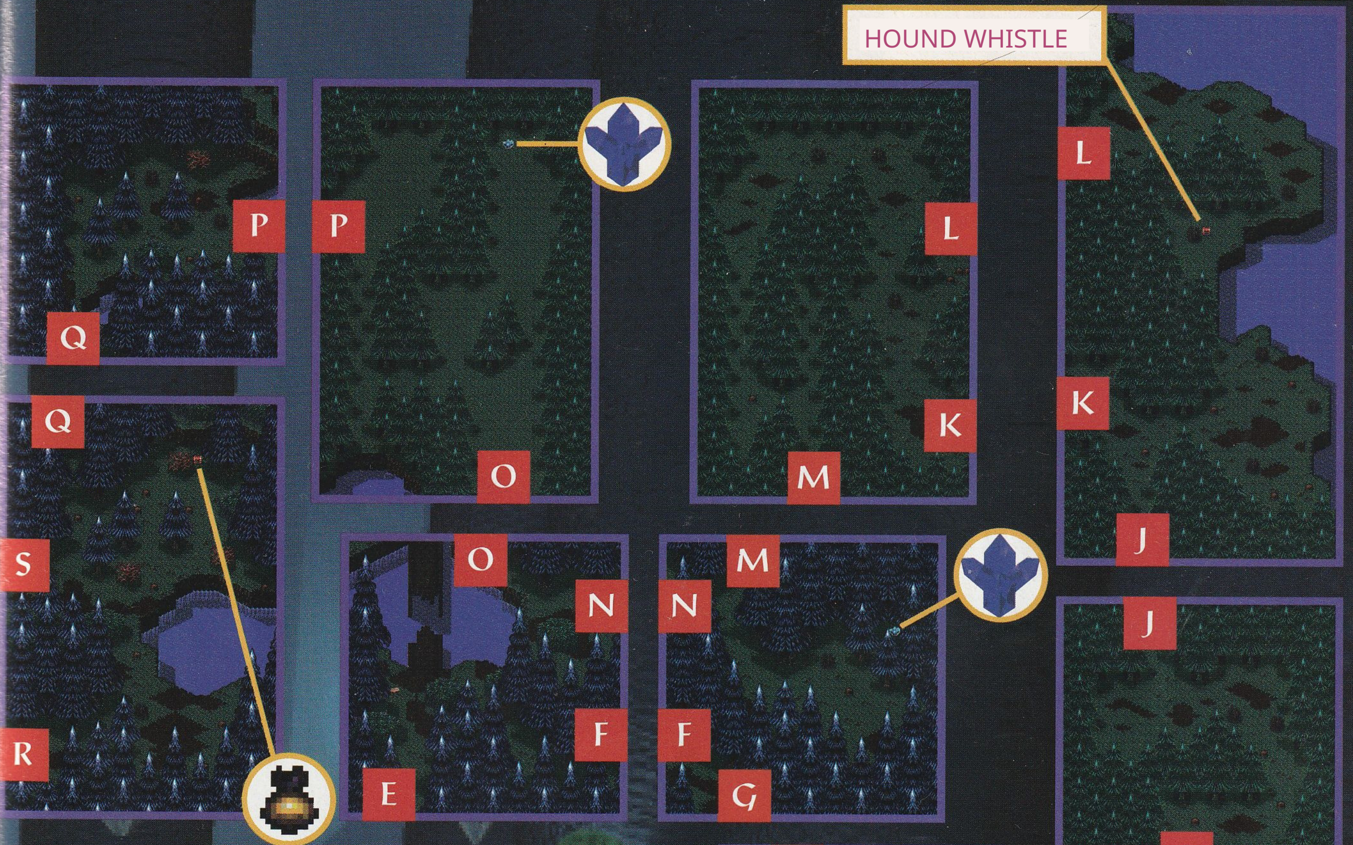
In the dark clearings of the forest, you should avoid the numerous enemies whenever possible. Not only is visibility poor, but their strength could also give you a hard time. Watch all movements. Some fighters in this forest have already suffered the worst poisonings and, as a result, perished just before rescue!

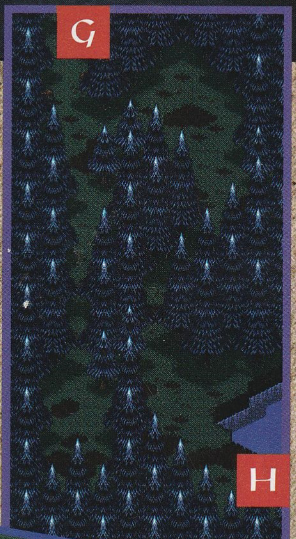


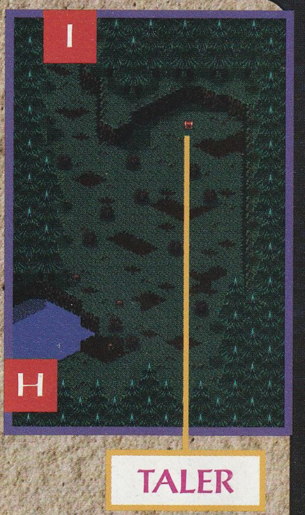












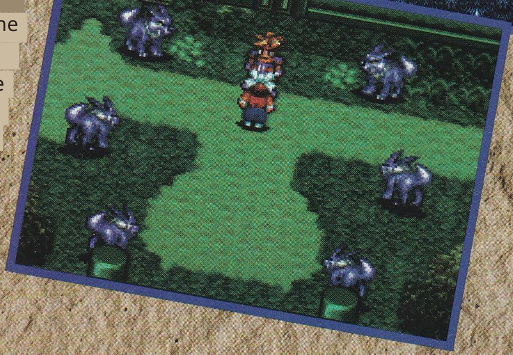
HE WHO DANCES WITH THE WOLVES

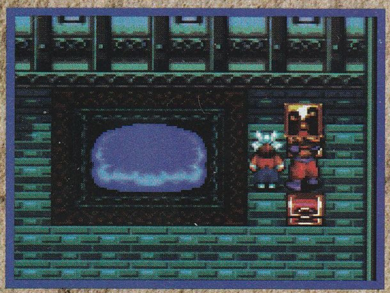
The houses of the once splendid village lie abandoned and silent before you. But the silence does not last long; a pack of wild wolves soon attacks you, against which you have only a chance if you use the dog whistle. Use it at the right moment, otherwise you are lost. Once the beasts are calmed, you can turn to the house closest to the entrance and find a picture inside. Does the picture perhaps show Melina's parents? You can safely ignore the other houses of the abandoned village,

because the doors were firmly locked by the homeowners so that

no translation

does not belong to them. With the found picture, a family portrait, Mei-Lin can now make the princess's parents appear before her. Will that heal her muteness?





Welcome to Ahola

After the fall of the king, the customs officer lets you pass without reservation despite your bulging pockets, and the south of Europe lies open before you. In the port city of Ahola you can purchase new equipment and recuperate from your ordeals.

INN

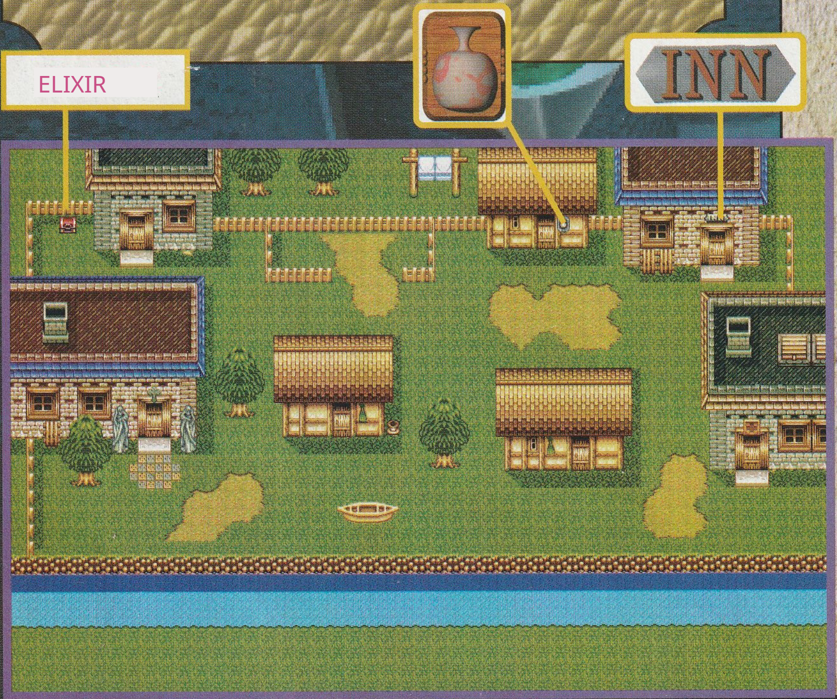
HOTEL:

Overnight stay	10 Talers

THE SHOP

OF THE SHOP:

Strahlenlanze	980 talers
Silberspeer	1200 talers
Chain mail	1280 Taler
Healing Bulb	10 Talers
Miracle Bulb	25 Talers
God tuber	70 talers
Antidote	13 Taler
forest herb	30 talers

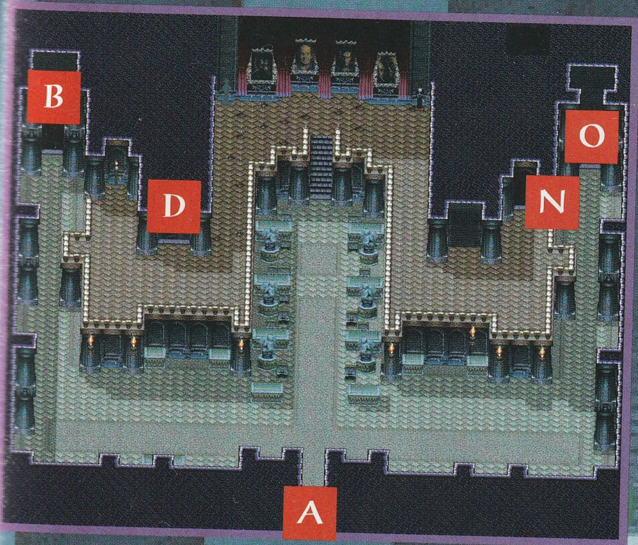


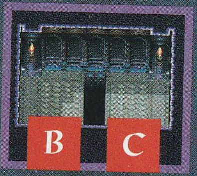
SIM AHOLA IS WAITING

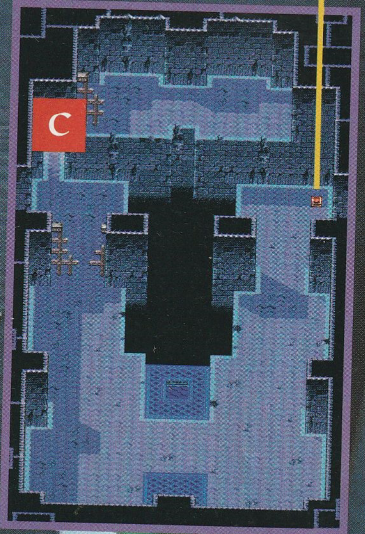
Ahola is also a town with great future potential. However, you must give the growth some help so that the town can become bigger and more beautiful. Which steps you need to initiate for such a transformation can be read later in this game guide. However, you will need some items from other towns and therefore cannot start immediately. Return here later to actively participate in the future of this town.

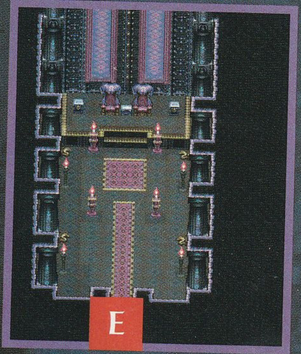
Torronia Castle

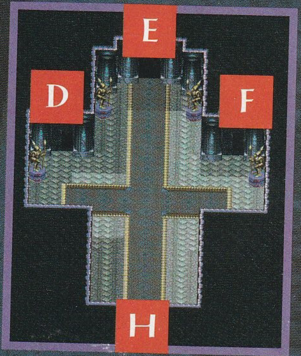
Freshly strengthened and equipped, your path takes you to Spain to an abandoned castle. Already at the entrance you are met by a musty smell. A thick layer of dust covers the floor and cobwebs hang from the ceiling. Torronia was once a magnificent castle, but when the royal couple lost their sons, everything changed...

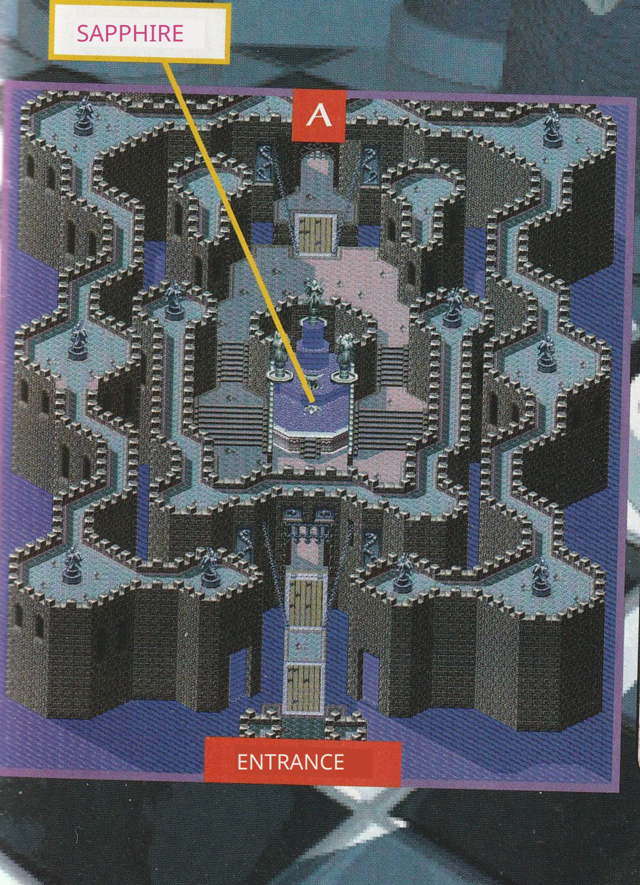






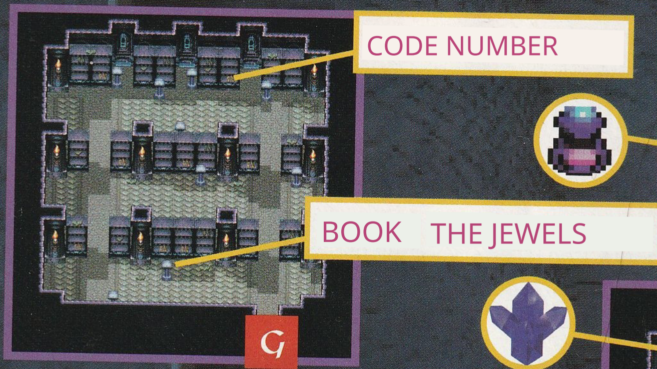


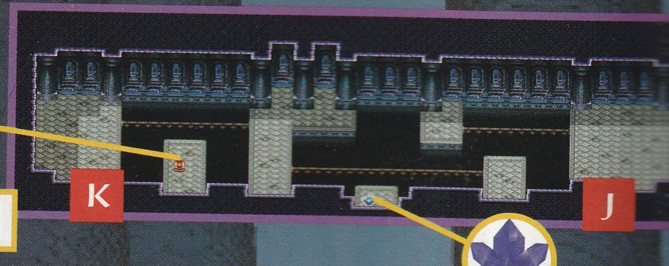


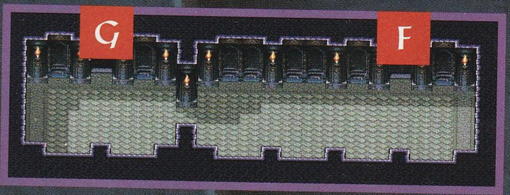


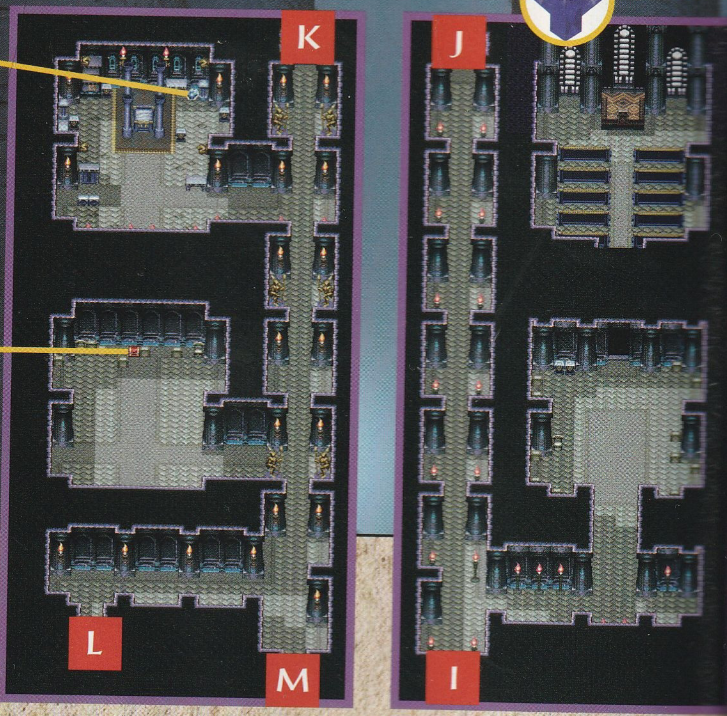
ALTE BEKANNTE

Even within these halls you can grant two souls their final rest. Make your way to Passage E. There await two skeletons to be redeemed by you. Watch out for bones flying around during the fight. Contact with the magically charged projectiles is very painful. After you have defeated the two undead, you will receive further important information.


CODE NUMBER
BOOK THE JEWELS
G



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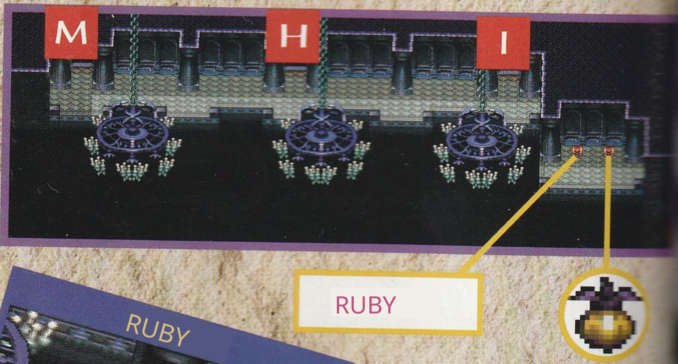
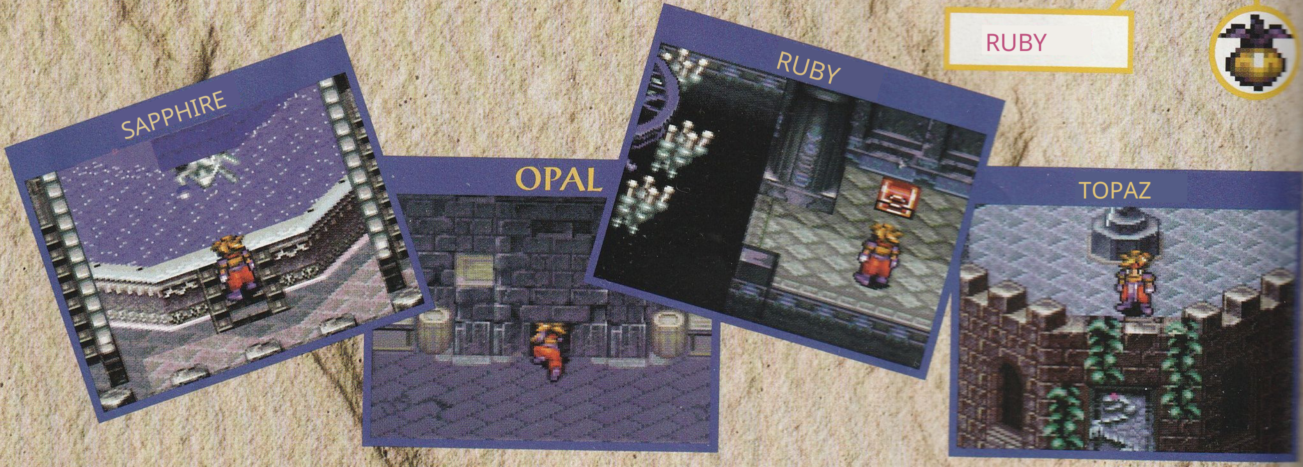
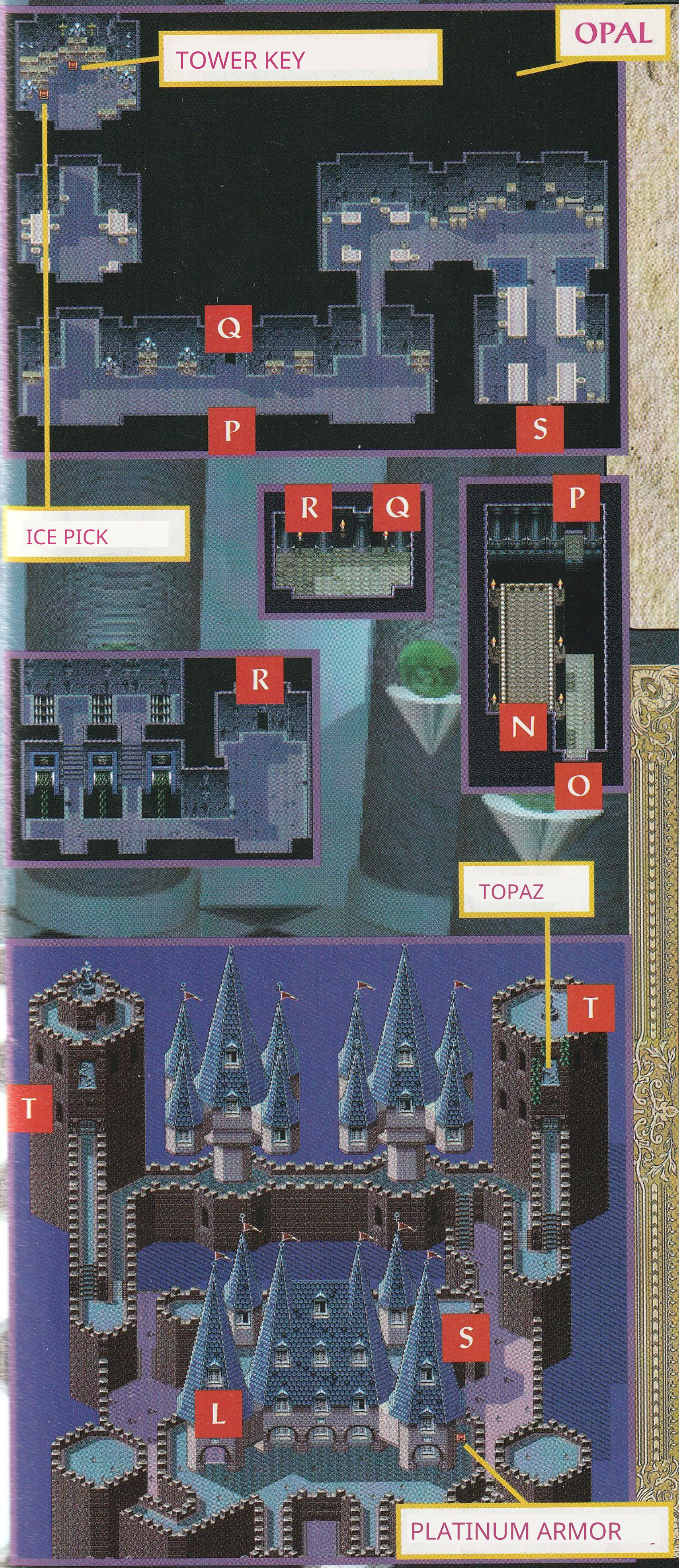
THE SECRET OF THE JEWELS

Your task in this edifice is to find four jewels and bring them to the portraits in the palace's entrance hall. We have shown the locations of the gemstones for you in the screenshots below. A special challenge awaits you if you want to grab the third jewel. The chest that contains it can only be reached via the chandeliers. To do this, set the correct code on control room R that lowers the chandeliers.

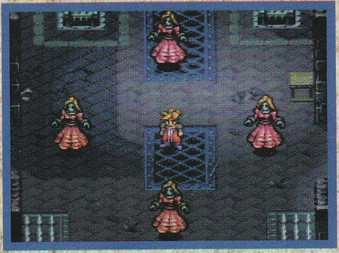



SAPPHIRE
OPAL
RUBY
TOPAZ



DANGEROUS QUADRUPLETS

The fight is hopeless without the right tactics, because you are facing a witch and three holograms here. If you attack the phantasms, nothing will happen that could help you. So you must find out which opponent is the original witch. Stand completely still in the middle of the room. When the witches finish their dance, your adversary will be directly behind you. Therefore turn around and attack her with the Spark Plow. In this way you will decide the fight very quickly in your favor.



THE HADES WITCH

The head witch personally confronts you in this battle. Those of you who have so far neglected to steadily raise your level will now regret that omission. You have only one chance against the old fury if you have reached at least level 25. If this is the case, deftly dodge the floating jewels and wait until she throws her death skull at you. Then attack her immediately with the Lightning Stab.

Liberitas Attractions

After you free Kolumbo from Torronia Castle, he passes on his navigation knowledge to the sailors in the port of Loire. This way you reach North America, where you have the chance to get to know Liberita and its inhabitants more closely. You should pay special attention to the village square, because that is where the action happens.

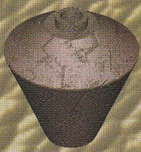
INN

HOTEL:

Overnight stay	10 Talers

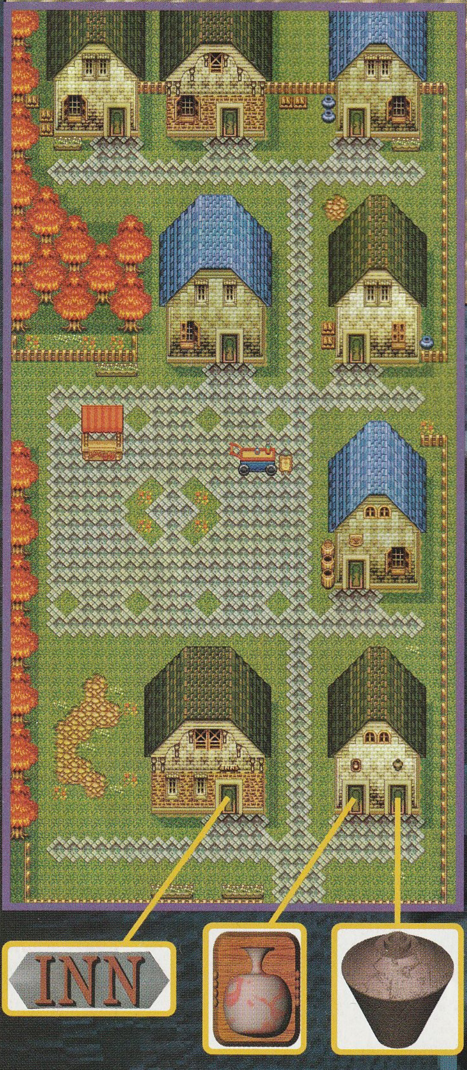
THE SHOP'S RANGE:

Silver Spear	**1200 Taler**
Soul Breaker	**1650 Taler**
Ice Pick	**1770 Taler**
Chain Mail	**1280 Taler**
Silver Armor	**1550 Taler**
Platinum Armor	**1850 Taler**



OFFER FROM THE MAGES:

Ring of Fire	Flora Spell
Eisring	Wind spell
Blitzring	Bone spell



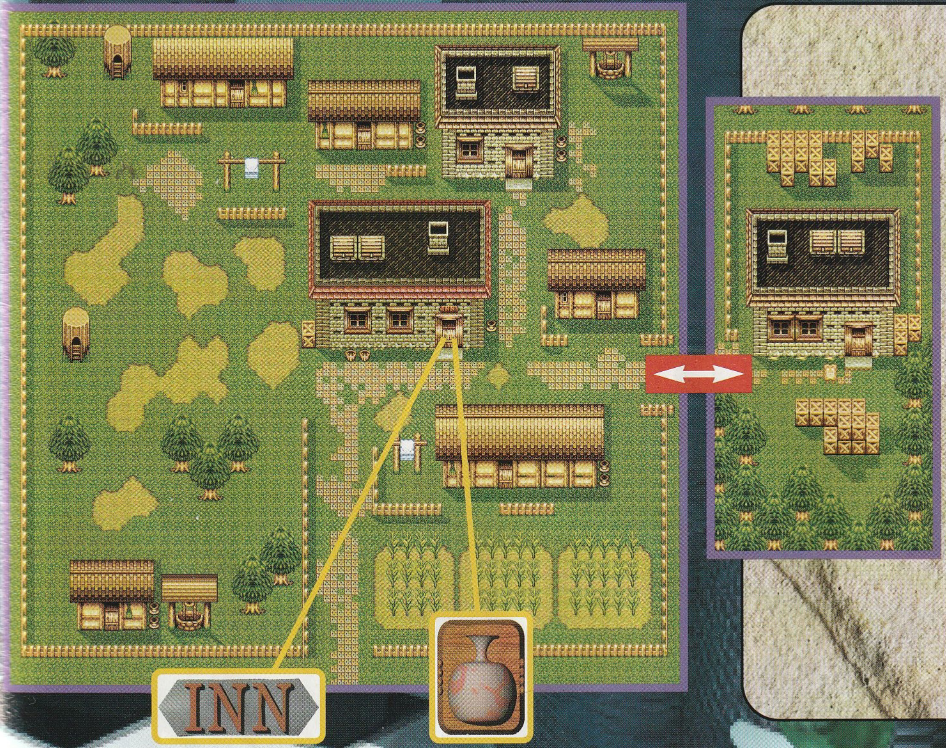
STUNT-SKATEBOARDER

The young skateboarder's performance is something you must not miss, because his skills are known far beyond the city limits. Perhaps you can befriend him. For friends

help one another when they are in trouble, and you can use every kind of help offered to you.

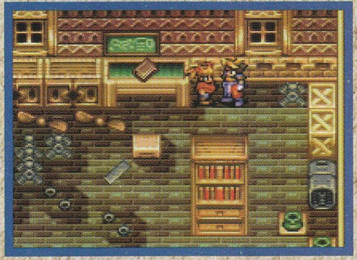
The Romantic Lakehome

The idyllic village of Seeheim amidst the Five-Lake Region is also worth a visit. The low-stimulus climate and the healthy air will help you forget the worries of the past for a few moments.



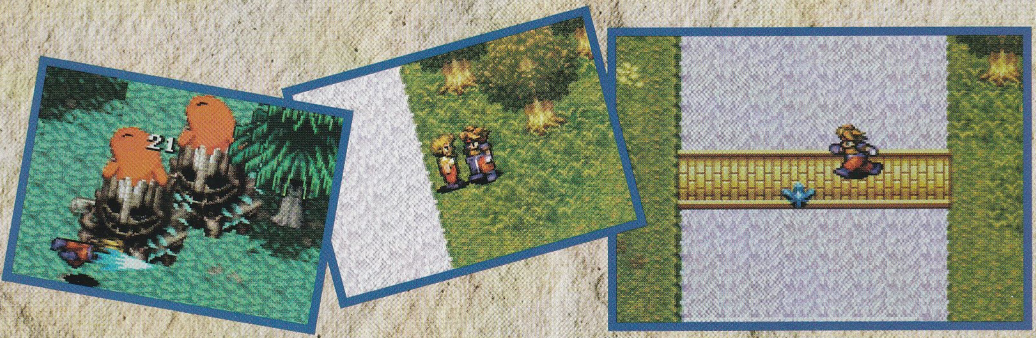
OUTSIDE THE VILLAGE

In the eastern part of the village a path leads to a house. Here you can meet a little girl. There is also an interesting book on a shelf that you absolutely should read. In the middle of the room you will find a metal piece that will help the fisherman in Ahola.



THE BRIDGE AT THE RIVER

In the southwest of the area you meet a lonely man whose greatest wish is to build a bridge over the river. Unfortunately he lacks the necessary wood. You can help him with this. Go to the Wind Clearing in the north, where you will meet two tree kobolds who drop a piece of wood when you defeat them. Bring the wood obtained this way to the man by the river, who will craft a bridge from it for himself and for you, leading you into previously unexplored territory.

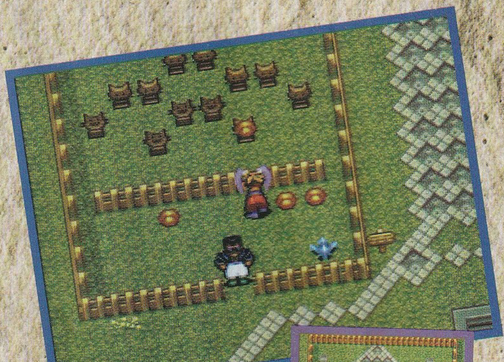


Samba in Liotto

A newly constructed bridge in the east of South America brings you to Liotto. A huge party is celebrated there throughout the year. Take a look around to see what the festivities have to offer.

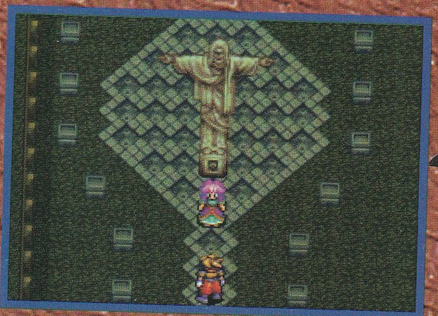
PIE-THROWING

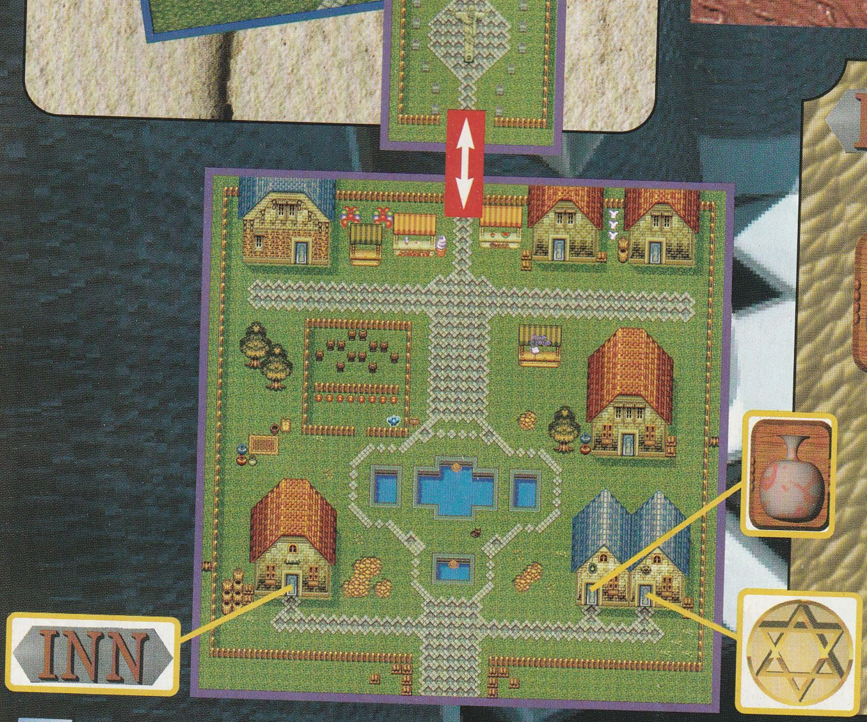
The man in the picture is one of the showmen. His attraction: pie throwing. You must try to hit the cat heads in the background with the pies. Pick up pie after pie and throw them with all your strength at the cardboard cats. If you actually hit all the heads, a crystal awaits you as a reward.



GOODBYES MAKE FRIENDS

In the northern part of Liotto there is a sacred statue. Pilgrims from all over the world take the time to visit this place and make friendships beneath the outstretched arms of the statue. This is also the place where, after staying overnight at the inn, you will be reunited with Melina.





INN

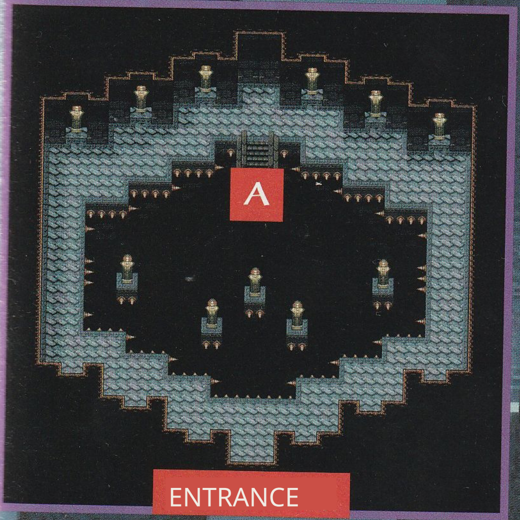
HOTEL: Free!

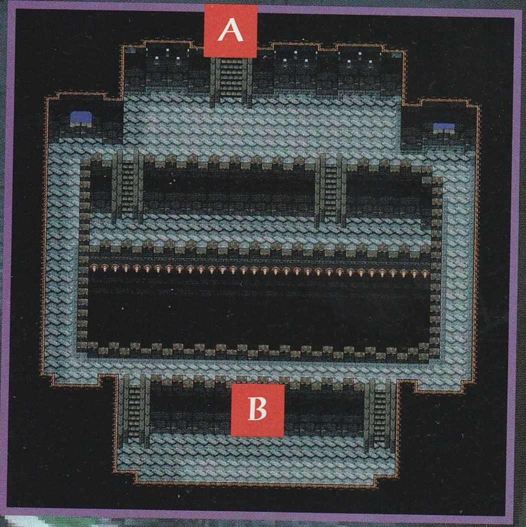
THE SHOP
OF THE SHOP:

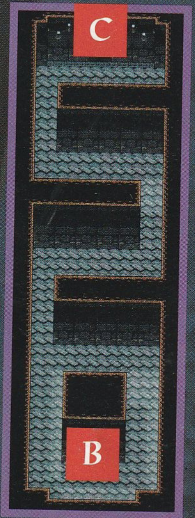
Miracle Bulb	25 Talers
God tuber	70 talers
Serum	45 Talers
forest herb	30 talers
Beam Lance	980 Talers
Soulbreaker	**1650 Taler**
Lightning Coat	1220 Talers

Tower of the Dixes

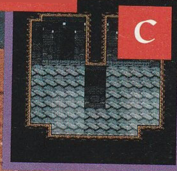
At Liotto's harbor you can charter a ship that will take you to this tower in the eastern sea. Unfortunately, this place has also been occupied by monsters. Free the Nixies' residence and they will show you their gratitude.





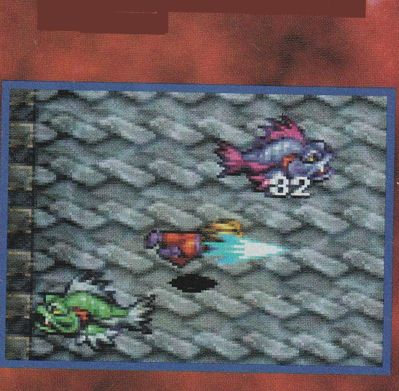


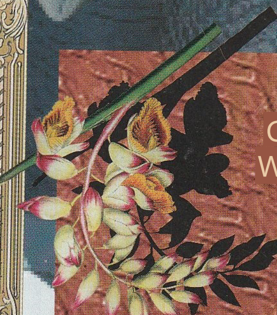
FINAL_BOSS



SATAQUARIO

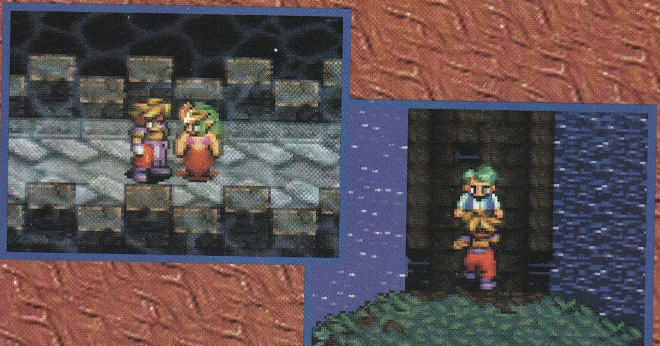
The saber-tooth fish may not look particularly fearsome, but they are all the harder to defeat. Try to dodge the two fish that always appear on screen as effectively as possible and take care of the lone one. Let it come as close to you as possible and then attack it with the Lightning Thrust.





GRATEFUL WATER BEINGS

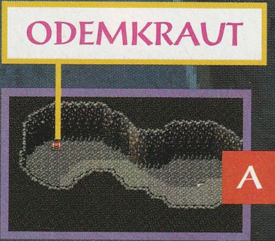
If the tower is free of monsters, you should speak with the Nixies. One of them will give you an engagement ring and ask you to deliver the ring to her betrothed. You will find him in a cave north of Seeheim.

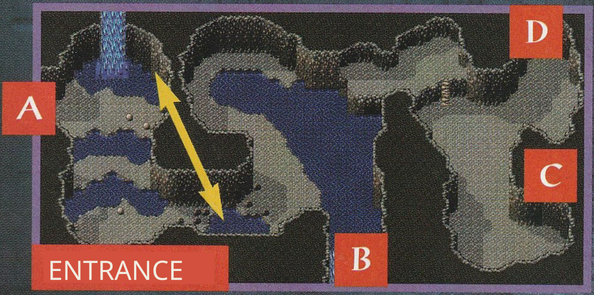


Great Lake Cave

Lake Cave

The Ring of the Nix opens the way for you to this cave, which is located in North America. Return to the continent as the proud owner of your own ship and then approach the new challenge on foot.


ODEMKRAUT
A


A
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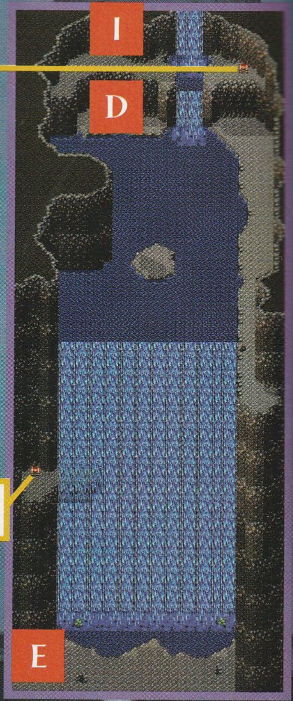
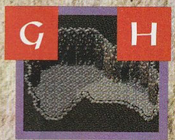
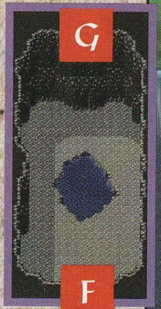
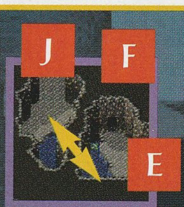
ENTRANCE


TALER
I
D
DRAGON ANCHOR
E



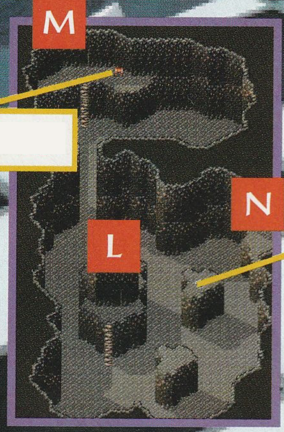


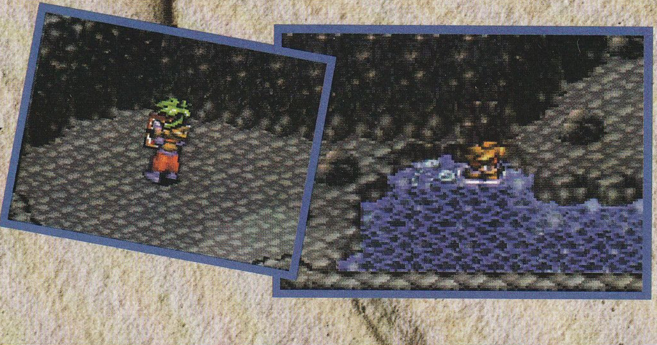


DIVING COURSE

The exploration of this cave will initially give you some headaches, as no path leads very deep into the cave. You will find the Philosopher's Stone in the room at the top left.

(At A.) If you fight your way to the chest standing there, you will make a sensational find: the Breath Herb. With this plant it is possible to stay underwater for an extended time. In this way you can use the passages we have marked for you with arrows on the map without problems. Use the herb to dive and pass under the rock walls to reach the other side.

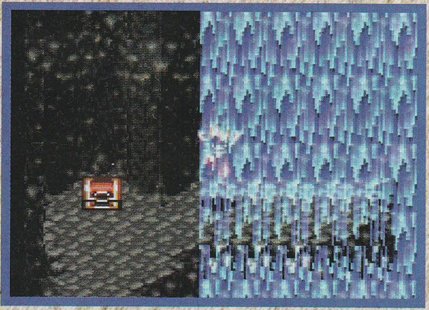

M
PLANET BREAKER
N
L



ENG POST

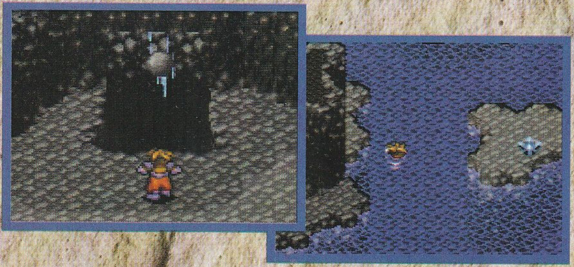
IN FREE FALL

From far away you can already hear the roar of the gigantic waterfall. Still, you can safely plunge into the torrents; not a hair will be harmed. However, you should try to stay at D, preferably on the left side of the falling water. Here, on a ledge, there is a chest containing the dragon anchor. With this anchor you can later swim against the current.



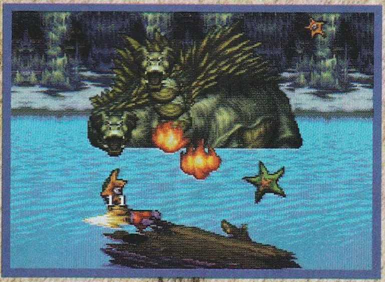
WATERWAYS

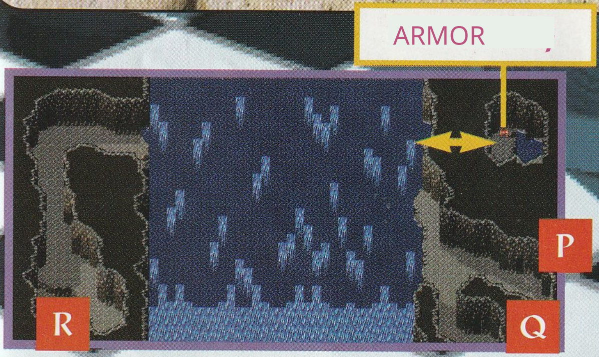
A landslide has caused a certain section of the cave to become a dead end. Go to the spot shown at the bottom of the picture (M) and throw a boulder at the brittle wall that holds the water back. If you manage to widen the crack, the dead end will be a thing of the past and you can pass the area by swimming.

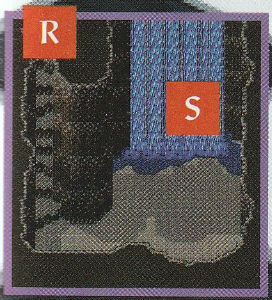


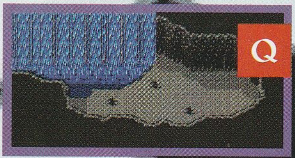
MONSTERCLINCH

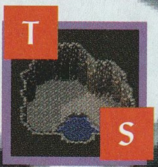
At the end of the cave a gigantic dragon awaits you. Anyone thinking they must fight the dragon is gravely mistaken. It is not the prime beast but the annoying slime stars that must be defeated. Use the lightning stab to eliminate the enemies on the right and left. If one of the stars traps you, you should use the dragon's fire beam to free yourself. Once all the parasites are defeated, the dragon will help you further out of gratitude.

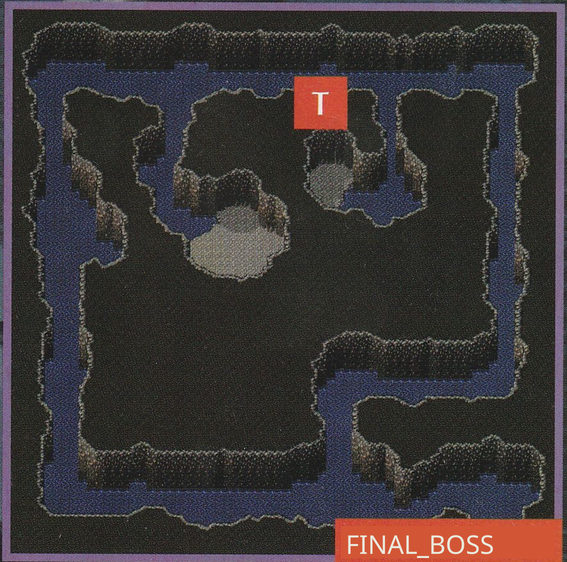












Yamei

Between Asia and Australia lie several small islands that are your next destination. In the town of Yamei you can gain your first experiences of the Far Eastern way of life.

INN

HOTEL:

Overnight stay	5 Talers

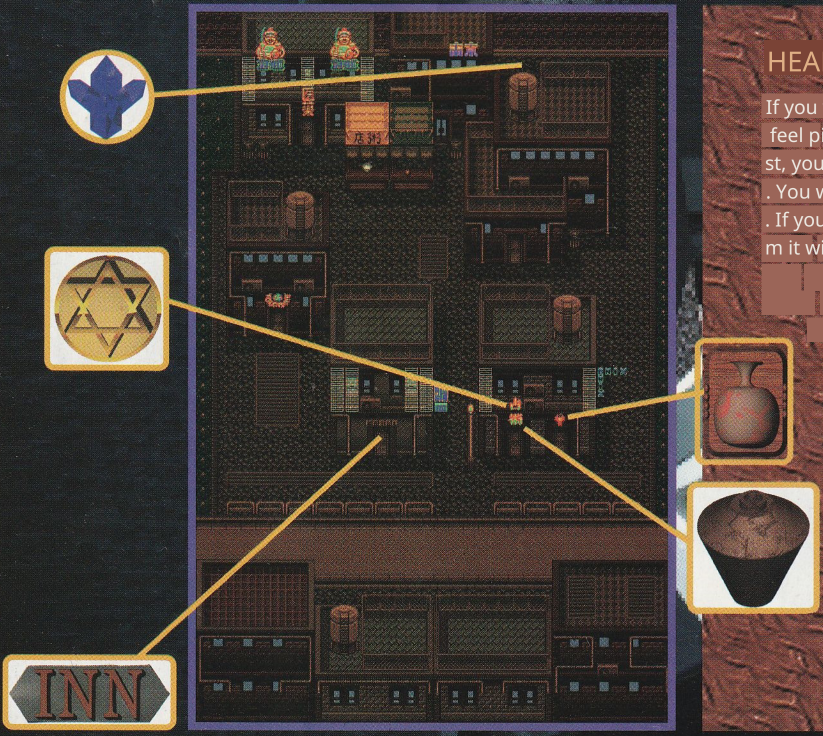
THE SHOP
OF THE SHOP:

forest herb	30 talers
Serum	45 Talers
God tuber	70 talers
Holy Water	90 Talers
Ninja Vest	1220 Talers
Dragon Spear	3150 Talers

OFFER
THE SORCERER:

- Ring of Fire
- Storm Ring
- **Eisring**
- Hurricane Ring
- **Blitzring**
- Thunder Ring
- Earth Ring
- Moon Ring
- Sun Ring
- Atom Ring

- Flora Spell
- Wind Magic
- Bone Magic
- Water Magic
- Horn Spell

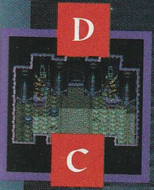


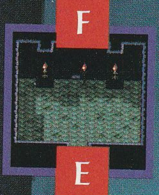
HEALING GINSENG

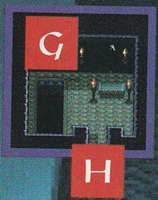
If you visit the inn, you will meet a sick girl. Naturally, you feel pity for the sufferer's pain and decide to help her. First, you must go to the town doctor, who asks for ginseng. You will obtain this remedy from Oteku, Wong's brother. If you bring it to the doctor, he will brew a medicine from it with which you can help the girl.

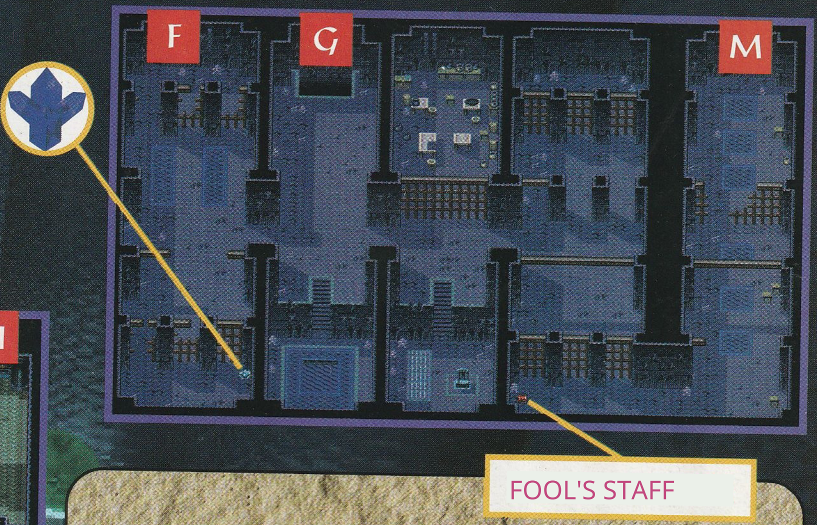
Drachenfels Castle

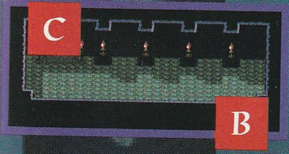
With Perry's help you manage to enter the castle. Already in the first room you realize that you must move especially carefully here. The castle guard patrols the corridors and escorts anyone who steps into the beam of their lamp outside.

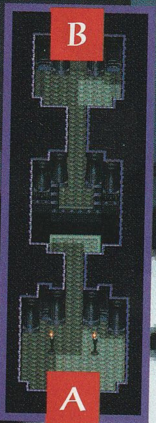


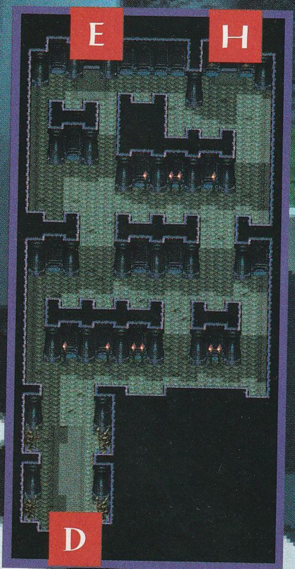






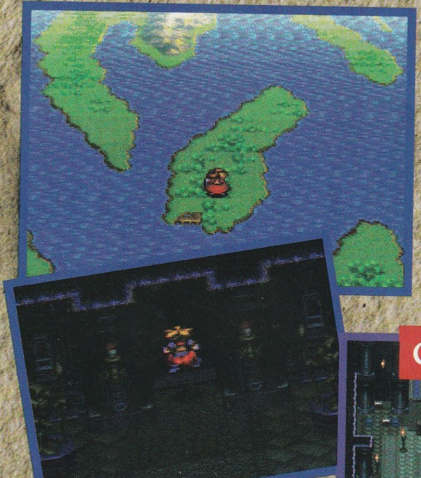


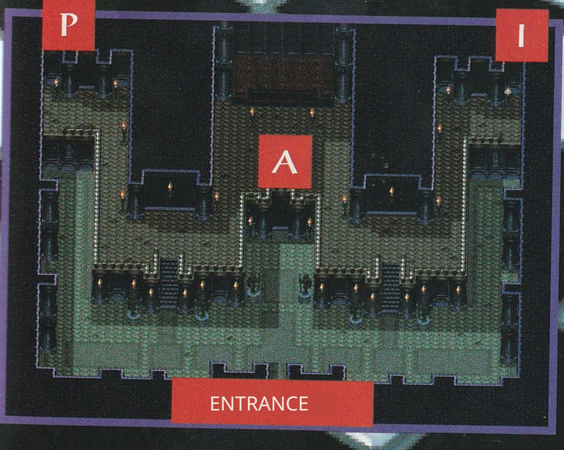


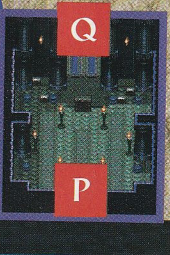


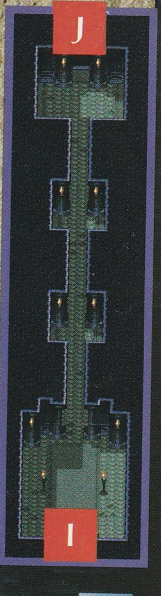
SWIFT AS THE WIND

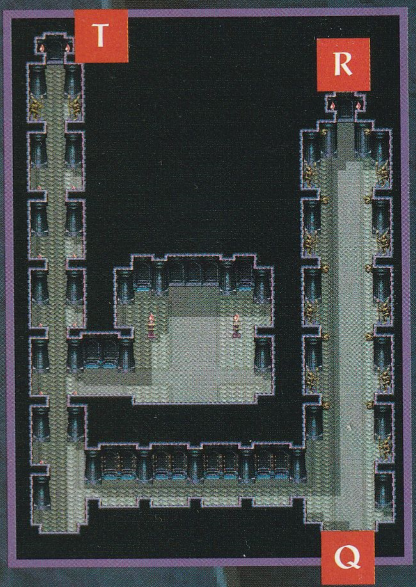
Once you have familiarized yourself with the conditions inside the castle, you should get the turbo shoes. With this marvelous footwear you have the ability to reopen bricked-up passages. Take a running start and run at full force against the walls so that they open. In the image below you can see where the shoes are located on an island north of Australia.

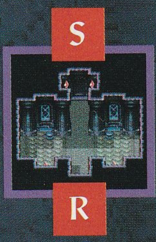


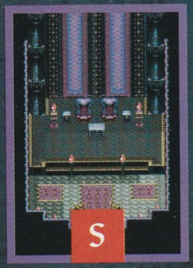


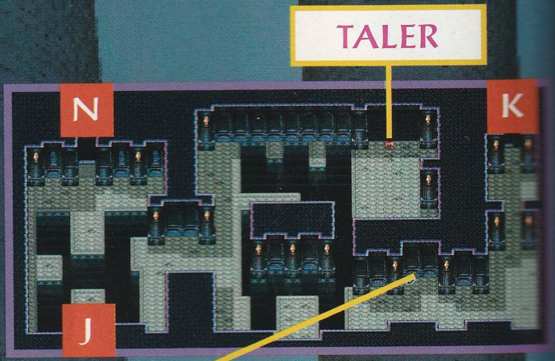


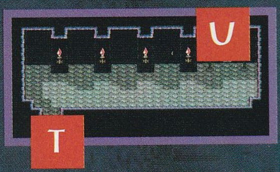


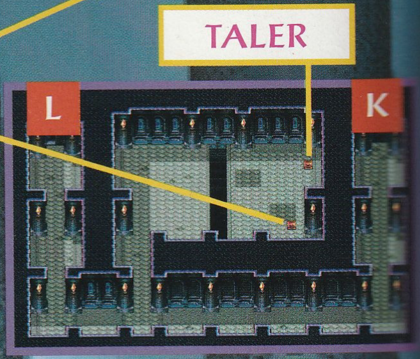


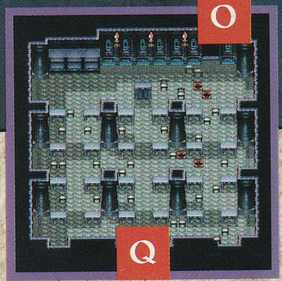


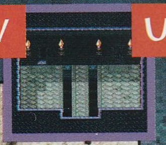


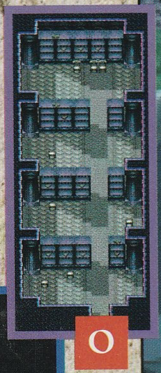


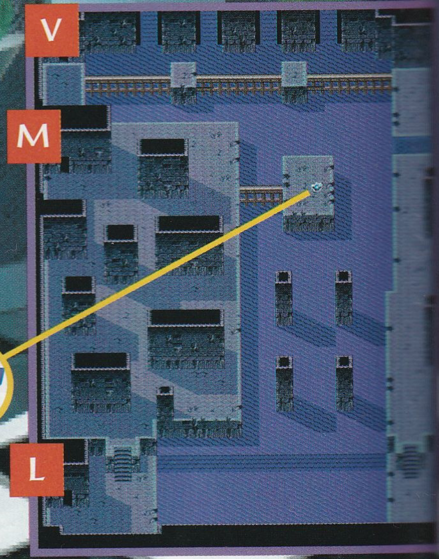






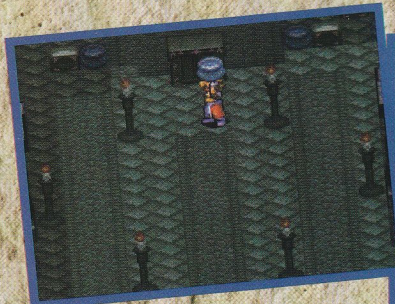


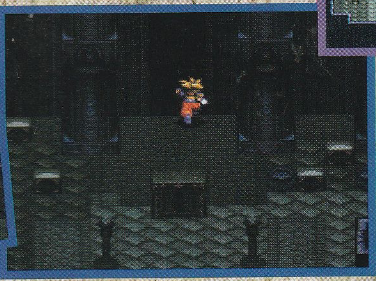




DARKNESS BRINGS LIGHT

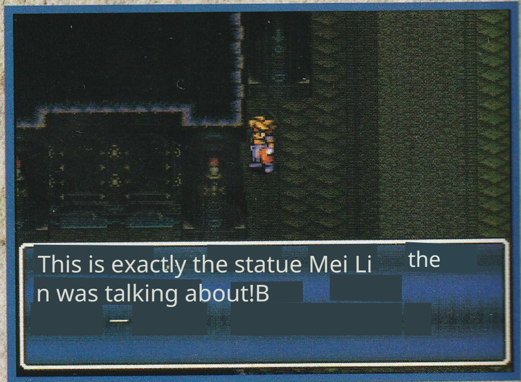
The mechanism of the door to Room Q is controlled by the candelabras located here. First use the clay jugs to extinguish the flames. After the last candle has gone out, the passage behind the curtain will open and you can continue on your way.





TURN THE CORNER

The door at the end of this corridor (near R) cannot be opened by a turbo attack as you might expect, but by a hidden switch. Walk back down the corridor until you reach the spot shown in the picture on the right. Stand facing the wall and press the A button to activate the hidden switch.

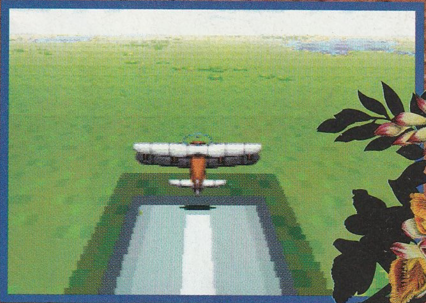


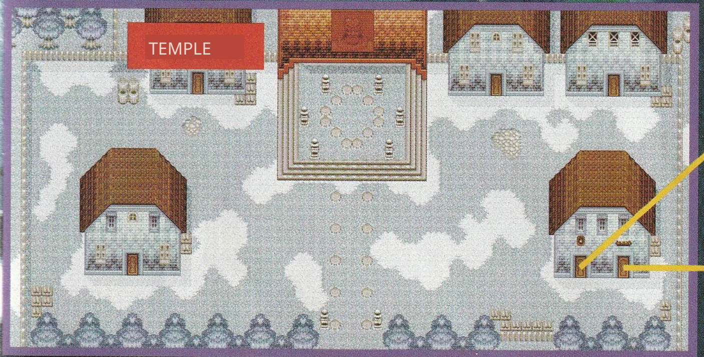
This is exactly the statue Mei Li the
n was talking about!B

Devota

Thanks to the airplane, you are now able to venture into previously unexplored parts of the world. Your next stop should therefore be Devota, the village where Beruga is worshiped as a god by his followers. You can find it in West Siberia, north of the large lake.

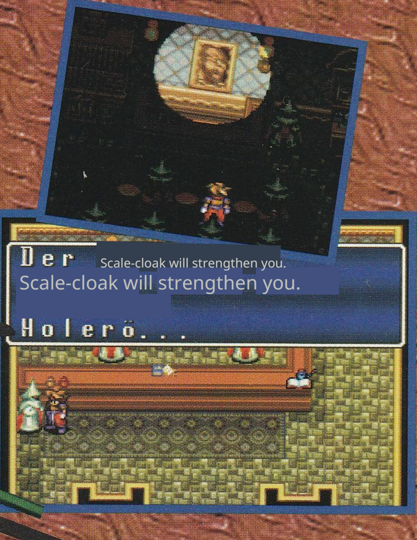
BY LAND, BY SEA... AND IN THE AIR! With trembling knees you still recall the horrors of Castle Drachenfels. But with a final effort you managed to complete the mission successfully. In Seeheim a revolutionary invention was created in the meantime: the airplane! Naturally, its inventor provides it to you so you can reach otherwise inaccessible areas of the planet. Proceed to the runway to board the plane. You can end the flight by pressing the A button when your craft is directly over a runway.





STRANGE THINGS

After only a few conversations with the villagers you will notice that for the people here there is only one god, Beruga. In the temple you will receive more information about Beruga's ideology, which will seem ess very strange to you will. The peculiar price of the scale mail should also give you something to think about...



Der Scale-cloak will strengthen you.
Scale-cloak will strengthen you.

Holerö...

INN

HOTEL:

Overnight stay	50 Taler

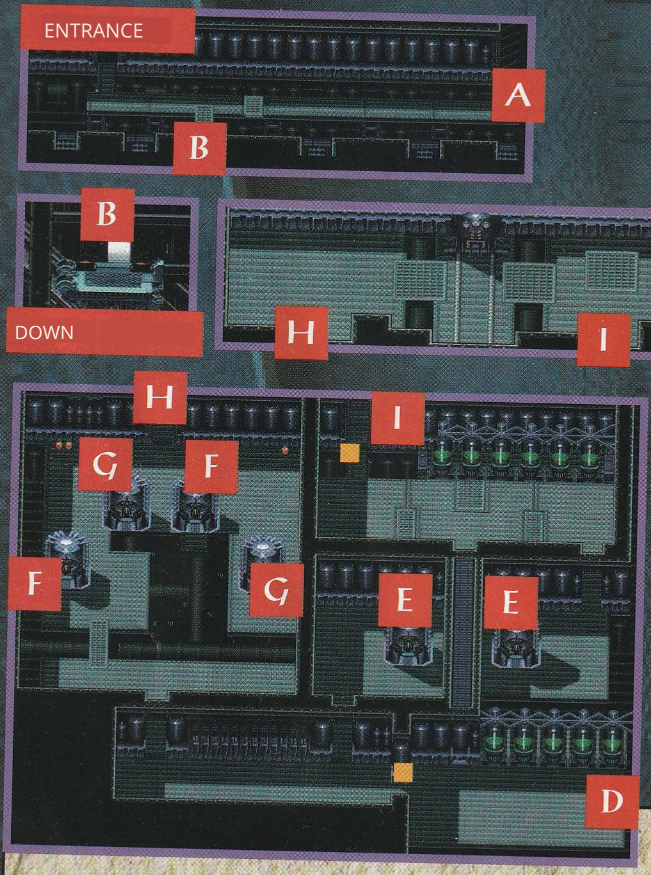
THE SHOP

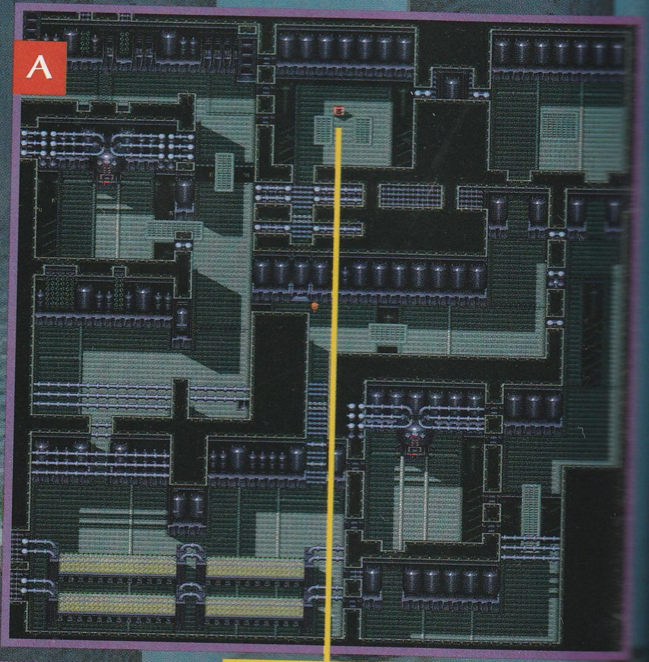
OF THE SHOP:

God tuber	130 Taler
Serum	140 Taler
forest herb	150 Taler
Holy Water	150 Taler
Scale Mail	6660 Taler

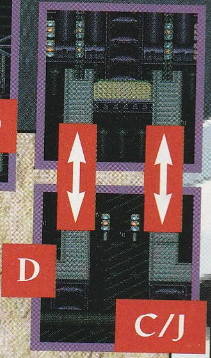
Beruga's Laboratory

After you have gained some new insights about your evil opponent in Devota, you should head to Beruga's Laboratory. You will find it south of Devota in the middle of a lake, and you can reach it via a long footbridge.



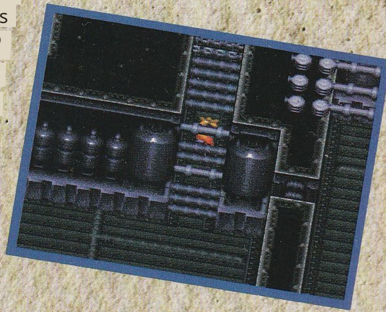


SOUL ARMOR



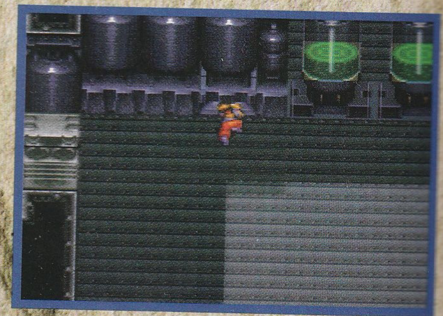
POSITIVE ENERGY FLOW

On each floor of Beruga's Laboratory you must flip a switch so that the elevator can go is supplied with energy again below. Look for these switches, because without them you cannot proceed. In the first room you must crawl under the supply pipes to find the switch.

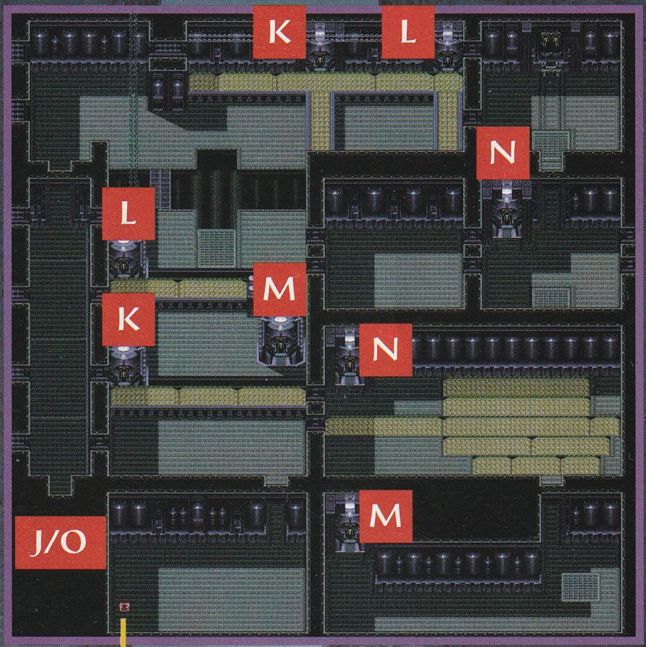


EAGLE EYES

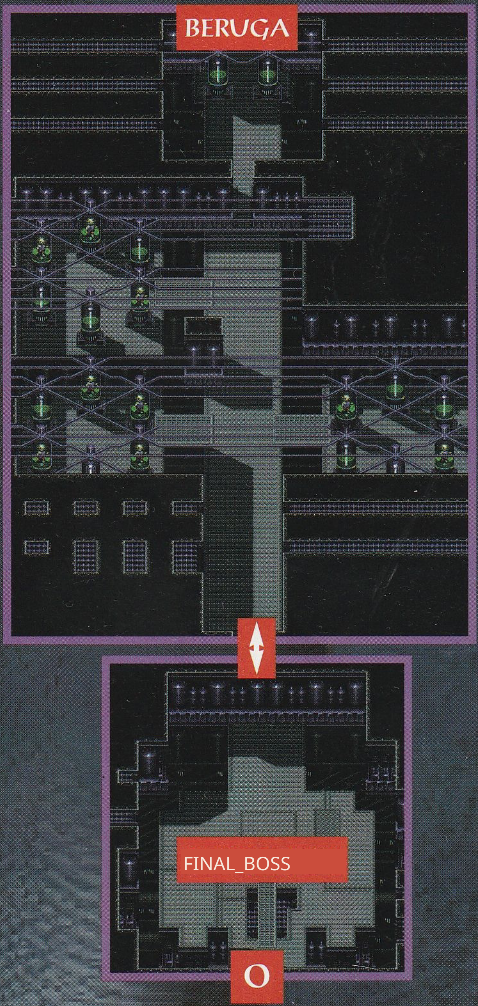
The laboratory's futuristic environment offers many surprises. Many passages are not immediately recognizable as such. Therefore keep your eyes open so that small passages like the one in the picture do not escape you. A special type of movement is provided by the teleporters: jump into the energy field when you want to use them.



Beruga's Laboratory

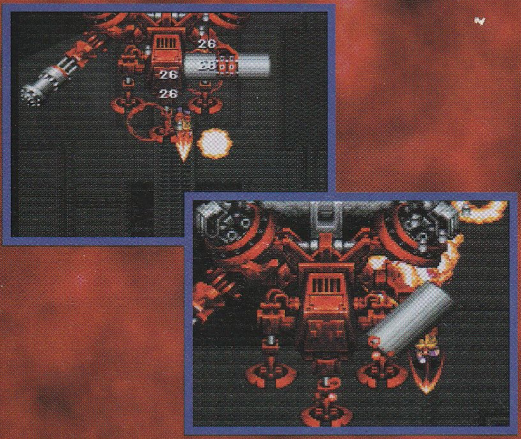


DEFENSE ELIXIR



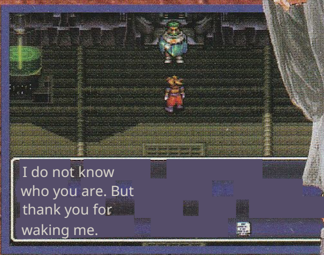
MEGATRON

A gigantic robot guards the entrance to Beruga. But do not be impressed by its size. Its weak points are its legs. The lightning stab is an effective means of attacking them. If smoke rises from the joints, the support leg is destroyed and you can turn to the next one. Dodge the falling bombs with short sprints and avoid being hit by lightning with a jump.



MEETING WITH THE MASTER

Your goal has been reached. After you have dealt a devastating blow to the robot, you meet Beruga in person. He arranges a small private tour through the secrets of his laboratory and you learn details about his motives. The final encounter between you and the scientist was not this one yet!



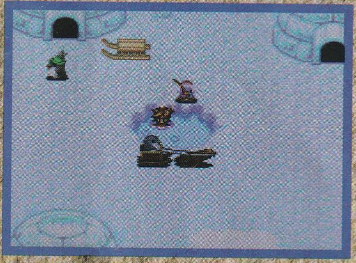
I do not know who you are. But thank you for waking me.

The Moonstones

The legend says that five of these mystical stones exist. The bearer of the stones has the power to fulfill his destiny in the Valley of Drought.

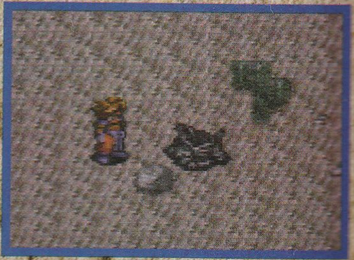
GREENLAND

The first of the Moonstones is in the possession of a penguin. The biggest problem is the journey to Greenland. You must find a bird in South America that will carry you to the ice island. Once you have reached Greenland, go to Pinginea, the only town on the isle. There you must trade a flower, which you can buy at the town market, for the stone. After that, your mission in the Nordic cold is complete!



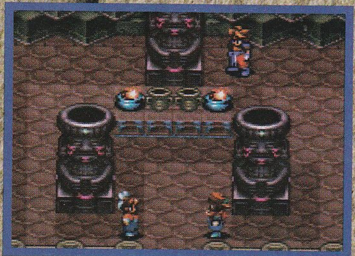
SAHARA

The next stone can be found in the expanse of the planet's greatest desert. By ship you can sail around the African continent and land on the west coast. Cross the desert heading north until you reach a place where a skeleton half-buried in sand lies. This skeleton marks the location of the Moonstone. Dig in the loose sand until you have the gem in your hands.



ASTARIKA'S TEMPLE

This place is located in western South America. Your ship will safely bring you to this location. Inside the temple you will meet your newfound friends who have much to tell you about the structure. The Moonstone is deep within the old walls. First you must move the upper statue in the picture to reveal a secret chamber. The door that still blocks your exploration can be opened with two switches. Push the large stone statues that you find at the beginning to the switches to activate them. Apart from the numerous enemies, nothing will then stand in the way of your search.

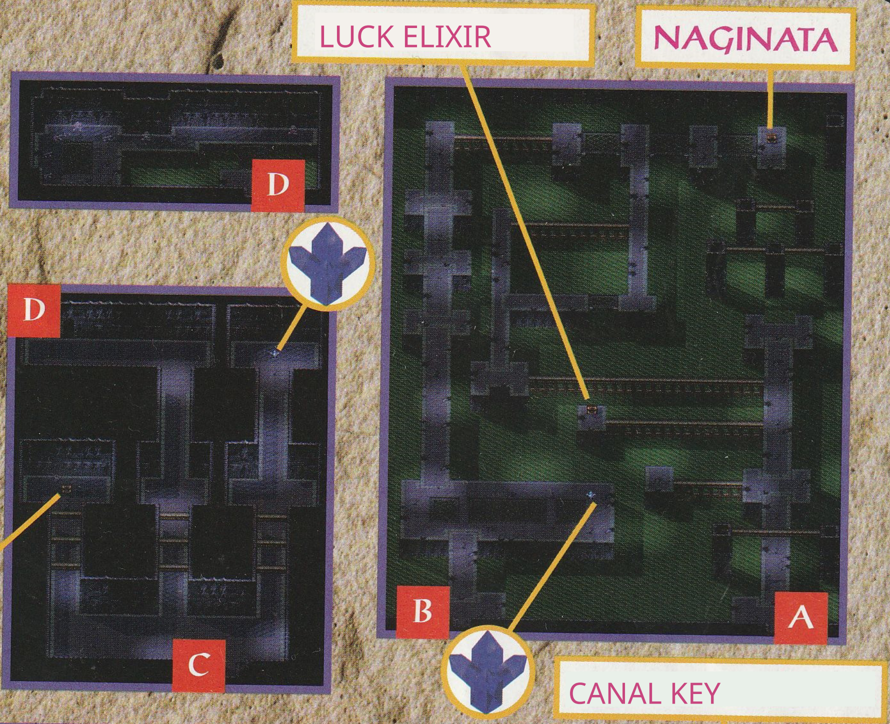


ODEMFELS

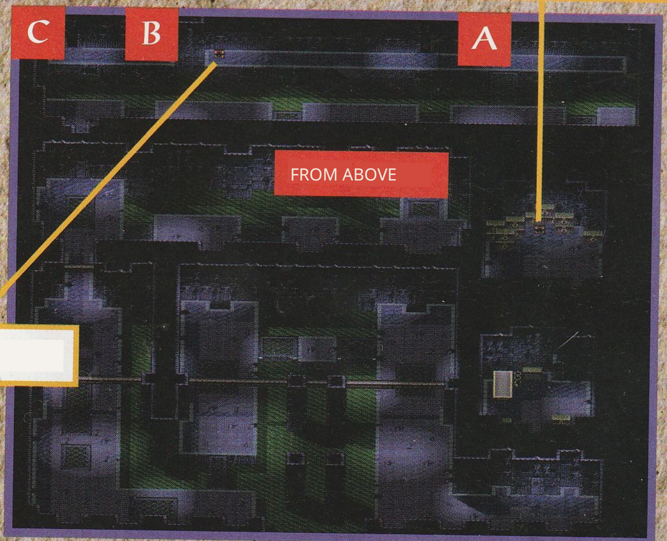
The fourth of the magical stones is located in distant Australia. At the summit of the only mountain lives a man who will gladly give you the stone. Enjoy the wonderful view you have from Odem Rock over the world below and listen carefully to what the scientist tells you. Once you have the stone in your possession, board your ship again and sail on to the Japanese islands. There you will obtain the final Moonstone.

NEOTOKIO

A terrible catastrophe has destroyed all life of the once flourishing city. Your goal, the Moonstone, is located in the underground sewage channels of the city. First, go to the police headquarters and obtain the receiver there. With this you can open the door to the lower level of the city. In the channels you should proceed with great caution, because the enemies here are no laughing matter. Search for the canal key that opens the door to the catacombs. There you will witness a dramatic and surprising scene.



SHOGUN ARMOR

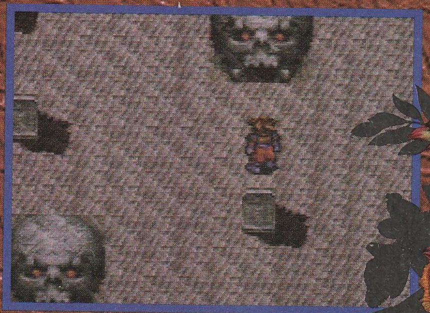


HOLY WATER

IN THE DÜRRE VALLEY

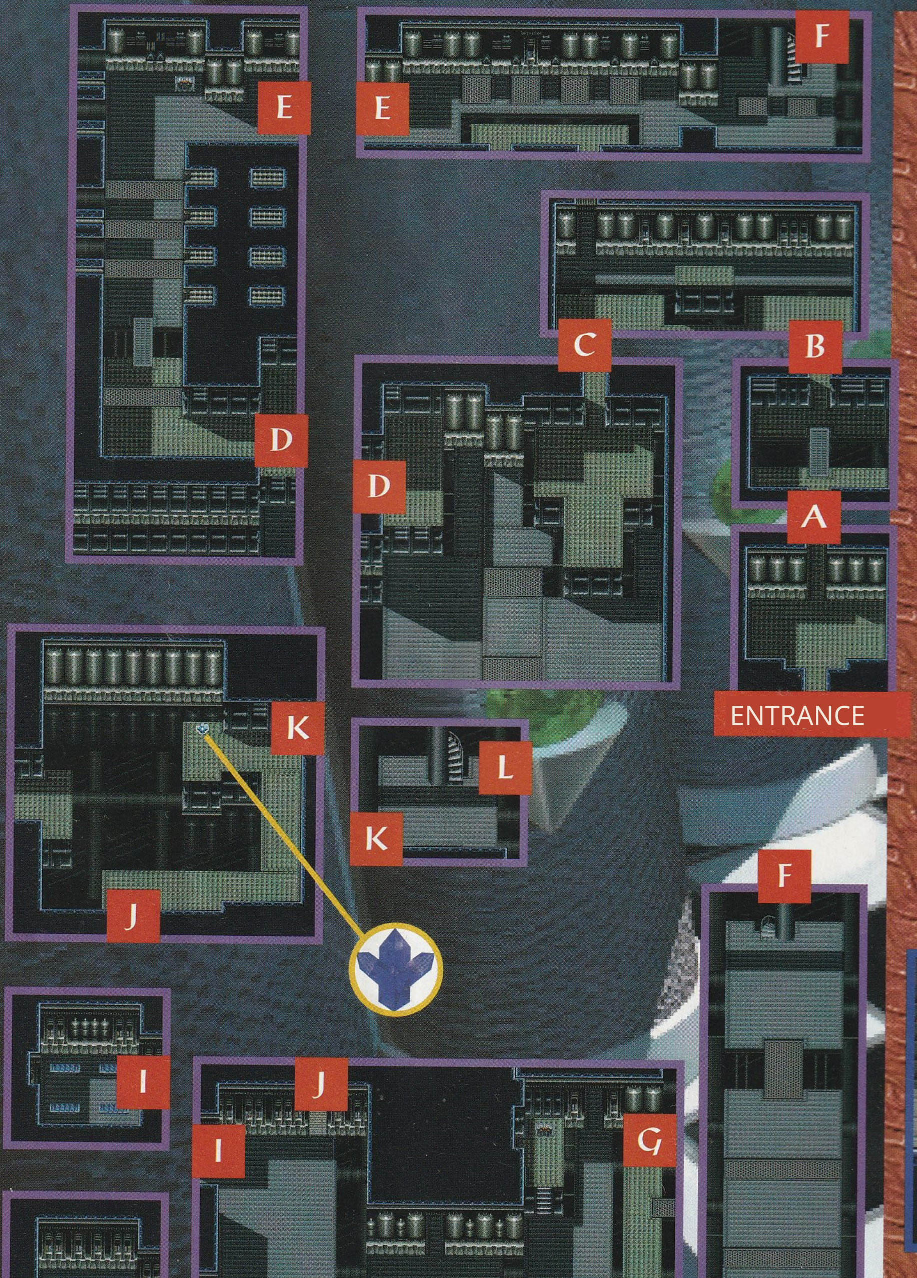
Once all the Moonstones are finally in your possession, you can make your way to the South Pole. Here you will find at the southernmost point the Dürre Valley, where the final battle between Good and Evil once took place.

Place your five Moonstones into the skull altars here and await your fate...



Beruga's Tower

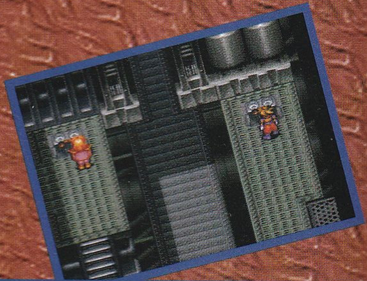
After you were judged by your "good" self in the Drought Valley, you are reborn by the powers of your friends and now turn against Beruga. Deep in the snowy plains of Siberia, hidden from the eyes of curious visitors, lies Beruga's Tower. Board the plane in North America and then travel on foot across the country's ice plains.



UNEXPECTED HELP

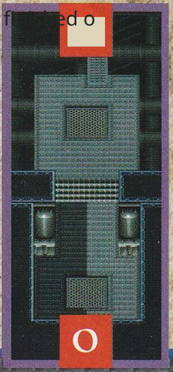
The danger posed by Beruga and his strange experiments means that you must not face the enemy army here alone. All your friends have gathered here to support you. They will assist you with maneuvers or useful information throughout the tower. Try to shut down the tower's terminals in order to open the door through which Beruga escaped to his airship.

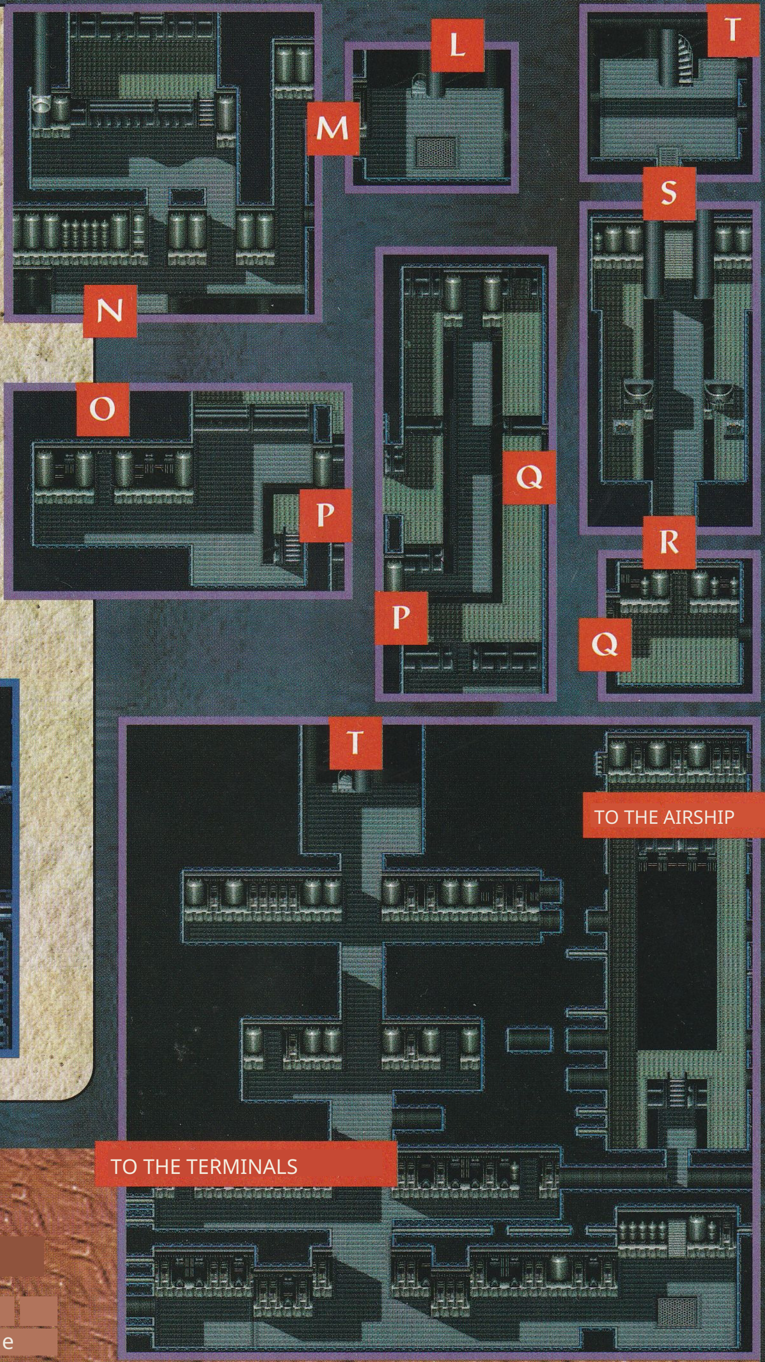
[redacted]



THE POWER OF EXPERIENCE

Since the encounter with the High Witch you know what an important role the experience level plays. Between the two doors N and O you can easily raise your level by repeatedly defeating enemies and then leaving the room. If you attack the vortex cubes with a lightning stab, they are often finished off after a single attack. Take your time to raise your level sufficiently, because you will need a lot of strength to take the story to a good ending.



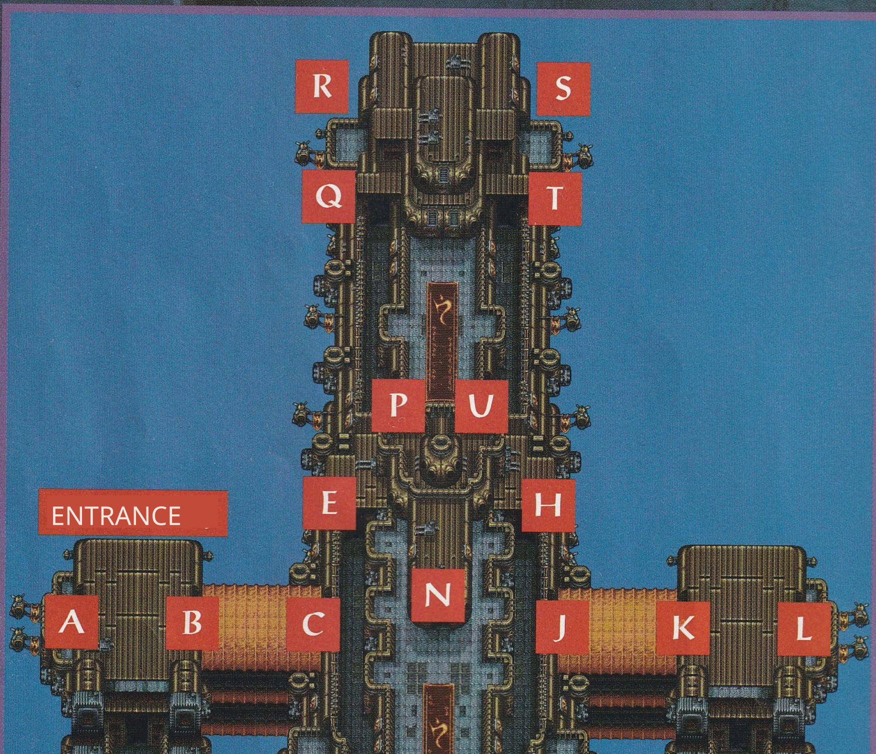


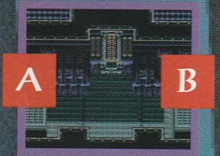
ON BERUGA'S TRAIL

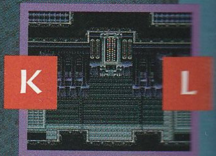
The giant guardian robots guard the doors to the terminals that control the power supply of the facilities. Each of these control centers must be deactivated. Once the work is completed you can trail Beruga and follow him to his airship. At the bottom right is the path Beruga took. Jump into the hole and give the scientist no chance to escape.

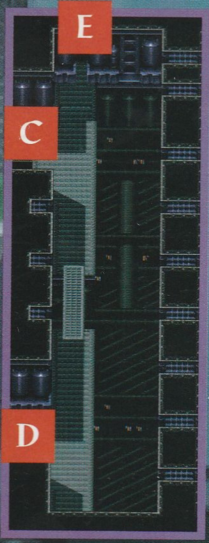
The Airship

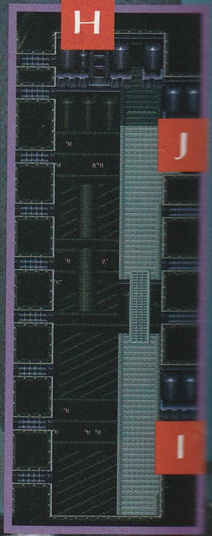
Armed soldiers patrol the ship everywhere. Stationary guns ensure that intruders have no reason to laugh. But nothing and no one should stop you from thwarting Beruga's plans.





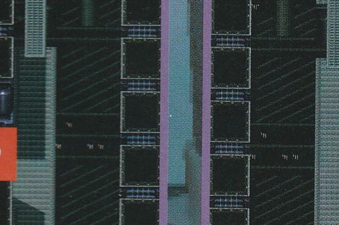


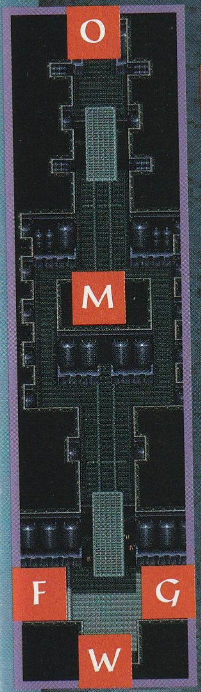


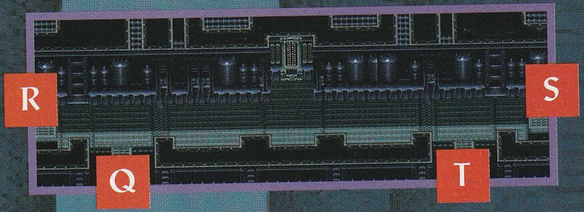


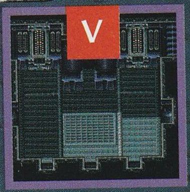
EXPLOSIVES

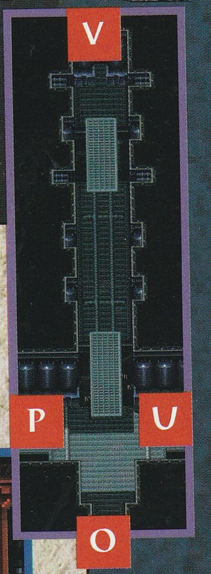
Shortly after the entrance to the ship you encounter Lady Fyda, who gives you a sack full of time bombs. Guard this sack like your apple of the eye, because the explosive pieces will help you seal Beruga's fate. A bomb at the right time in the right place often works wonders!

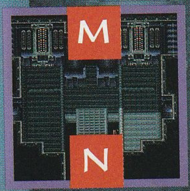












BOMBY OUTLOOK

You can only thwart Beruga's plans with the help of the time bombs. You must place these at the ship's strategically important points and set them to detonate. The computer terminals that control the flying machine are precisely the right targets for this. The locations are spread across the entire ship. Once you have reached one of the terminals, activate a bomb and proceed to the next. You must get rid of all your bombs for the desired effect to occur. As soon as you have planted the first bomb, you should hurry, because the time until explosion is limited.

END WITH HORROR

Ending as an end deserves! Beruga is driven into a corner and has no chance of escape. Thanks to the ship's explosive cargo, you have finally managed to checkmate the scientist. But the fate that now awaits him is something even he would not wish for. The ship's propellers will be his undoing...

Beruga:
Cursed!

Ra.. Ragnara!
Zu Hi

CONSEQUENCES OF THE EXPLOSION

With the help of a bird you manage to leave the airship shortly before the explosion. Beruga's plans are foiled and everything comes to a good end. Everything? Not quite, because your friends who fought with you on board were not quite as lucky. They were still on board at the time of the detonation. What might have become of them?

The Cities

Before you face the final and decisive task, you should ensure that the towns and villages develop. Their growth will decisively shape the end of the adventure!

AHOLA

You should perform the following actions:

- Go to Seeheim and obtain the tin sheet there. The fisherman will make a container for oil sardines from it and give you a can. Then bring this can to the gourmet in Liberita! Buy the rock crystal in the Sahara for
- ridiculous 1000 thalers. Give it to the hand**werksmeister in Ahola weiter, der bestimmt** knows what to do with it.
- Take the fever**mittel an Euch.** An ailing person with a fever Becomes ill they will thank you later.

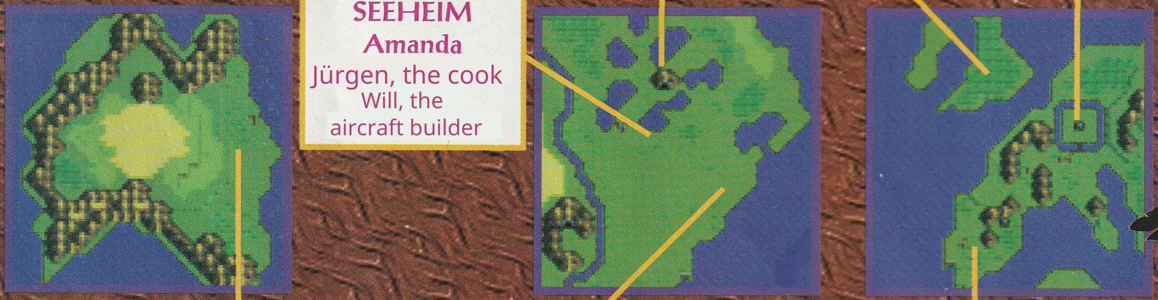
Crystal
1000
9639

GOLD COAST

The following actions you should carry out:

- Obtain the runway sketch from Will in Seeheim and hand it in here. A runway will soon be built!
- Bring a photo of the Gold Coast to Liberita, Loire, and Seeheim.
- Bring the fillet to the gourmet in Liberita.

IMPORTANT PERSONS



GREAT LAKES
Servas

ENGLAND
Sir Fitz, the art collector

LOIRE
Jean Louis, wine merchant
Marcel, the painter
Mary, the seamstress
Pierre, the tinkerer

SEEHEIM
Amanda
Jürgen, the cook
Will, the aircraft builder

GOLDKÜSTE
Cattle farm
Tourist office

LIBERITA
John, the inventor
Sam !
Tom, the Gourmet
Three Girls

AHOLA
Doctor in the hospital
Fisherman
Craftsman

SEEHEIM

You should perform the following actions:

- After Seeheim has burned down, you receive 9 donation requests in letter form from the town chief. Pass these letters on to people who are able to provide financial support to Seeheim.
- Talk to Will in Seeheim. He will hand you the runway sketch.
- North of Seeheim you will find a cave. There Servas waits for his fiancée Nana. However, she perished in a shipwreck and was reborn as a mermaid. You will meet Nana in the Mermaid Tower east of Liotto. Give the engagement ring she gives you to Servas.
- Talk to Jürgen, the cook, and advise him in creating a new recipe.

LOIRE

You should carry out the following actions:

- In the mayoral election you should definitely vote for Jean; otherwise the town will not develop further.
- Retrieve the oil painting and bring it to Sir Fitz. Then return it to Marcel.
- In the cellar, taste the wine until you find one you like and are given a bottle as a gift. A girl in Liberita's tavern will be pleased with the bottle.
- Support Pierre, the tinkerer, in his experiments. As thanks he will give you the camera.
- Have Mary, Mme. Netty's blonde employee, give you a costume and bring it to the three girls in Liberita.

LIBERITA

You should carry out the following actions:

- Deliver Amanda in Seeheim the message from Sam.
- Return to Sam and talk with him.
- Help John with his first experiment by moving the heavy machine.
- Accompany Sam in his experiment; that will earn you a crystal.
- Support John in his second experiment, simultaneously activating a switch with him.
- Go to Will, who in the meantime has built an airplane.

The Grand Finale

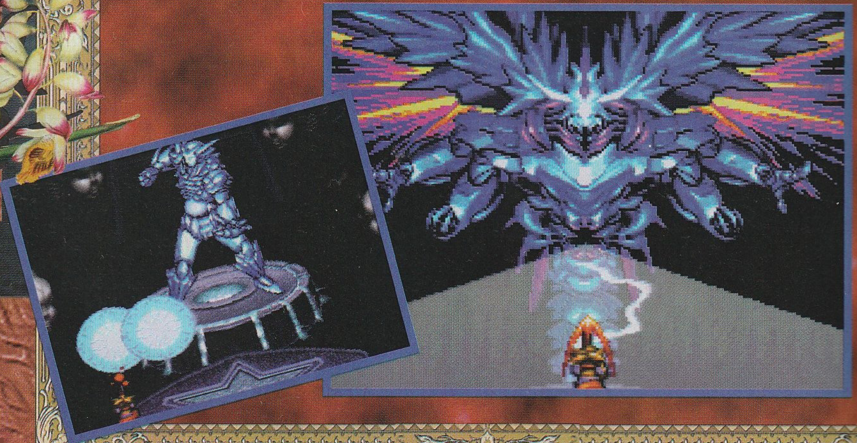
The circle closes. Deep beneath the earth the decisive duel between the primal forces takes place. The signs look favorable, but the end is uncertain like the distant future...

THE VENTURE

Your task on the surface world is accomplished. Nothing now stands in the way of returning to the depths. Enter the portal in South America (north of Lumina) and return to the underworld from which you came to fulfill your final mission...

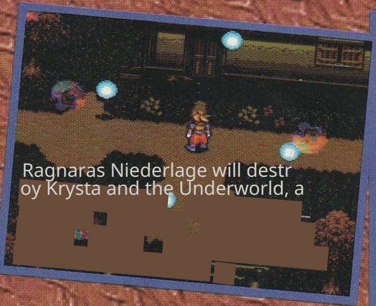
AGARACK & RAGNARA

The long stairway upward, toward the battle... at the end two massive foes await you once more. The first can be defeated by using his own weapons against him. Shoot the energy spheres he hurls at you back at him. The second opponent is the hardest of all. You must have great patience, because the moment you can use to attack is very brief. As soon as he is within range of your weapon, you should inflict as many hits as possible. Above all, remember that your fighter also has the ability to defend himself with his weapon!



THE EVIL

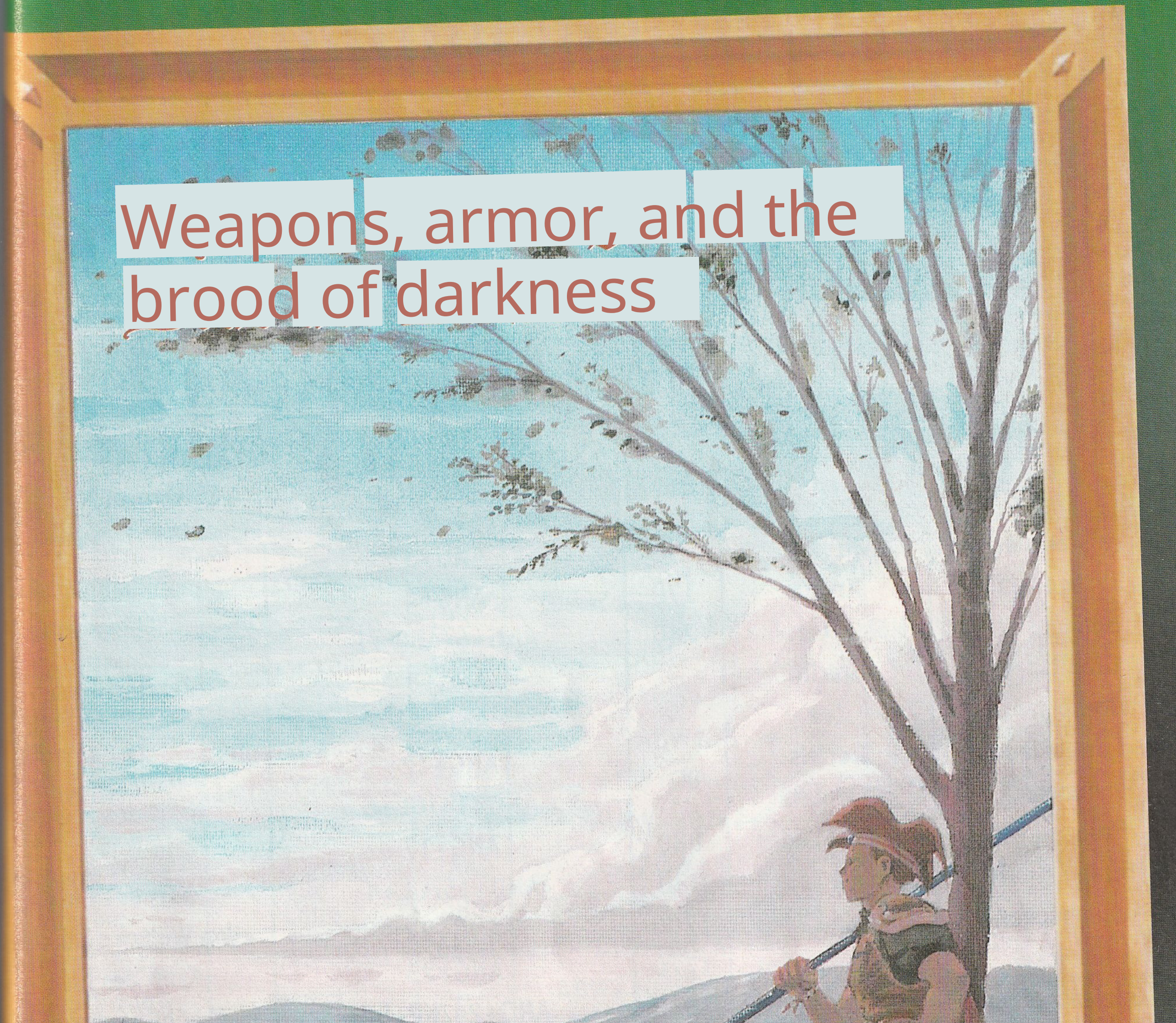
...is defeated. But through the destruction of Ragnara your fate is also sealed, for you and the village of Krysta were a creation of Ragnara. So enjoy your final hours and wait to see what fate will bring you...



Ragnaras Niederlage will destroy Krysta and the Underworld, a

Happiness for me means being able to live freely.

Weapons, armor, and the brood of darkness



Weapons and armor

Equipment plays a very large role in Terranigma. Make sure you always possess the best weapons and armor!

WEAPONS

NAME	LOCATION	PRICE	PROPERTIES	SPECIAL EFFECTS
Crystal Spear	**Krysta**	–	ATK+3	
Hexagon Staff	**Krysta**	170	ATK+4	
Sun Staff	Cave/Lumina 240		ATK+6/DEF+1	
Granite Spear	**Grecliff**	–	ATK+8	Destroyed Rock
Thorn Lance	**Zue**	–	ATK+9	
Lion Claw	Beast Rock	–	ATK+12	
Flame Staff	**Eklemata**	–	ATK+14/LCK+6	Power of Fire
bronze spear	various shops	880	ATK+17	
Radiant Lance	various shops	980	**ANG+15/GL+4**	Power of Light
Silver Spear	various shops	1200	**ANG+22**	Feared by Wolves
Ice Pick	various shops	1770	**ANG+25**	Power of Ice
Soul Breaker	**Liberita/Liotto**	1650	**ANG+24/KP+50**	Increases Hit Points
Trident	**Liberita**	2100	ATK+28	
Thunder Spear	Gold Coast	2450	**ANG+35/GL+6**	Power of Lightning
Planet Breaker	Cave/Gr. Lake	–	ATK+43/DEF+5	Power of Earth
Dragon Spear	**Yamei**	3150	ATK+40/STR+3/DEF-3	
Fool's Staff	Drachenfels Castle	–	**ANG+48/ABW+3/GL-5**	
Prism Lance	**Liberita**	4350	**ANG+51**	Power of Light
Nixenlanze	**Nixenturm**	–	**ANG+37**	
Naginata	**Neotokio**	–	**ANG+58**	
Dämonenlanze	**Liberita**	–	**ANG+40/ABW-14/GL+14**	
Terralanze	**Storkolm**	–	**ANG+80**	Ultimate Weapon
Xenosspeer	**Mu**	–	**ANG+44/ST+7/ABW-5**	Swaps DEF and ATK
Tiarastab	Gold Coast	–	**ANG+53/ST-10/GL+20**	Swaps ATK and MAG
Aurastab	Siberia	–	**ANG+50/ST-12/ABW+9**	Swaps ATK and DEF

ARMORS

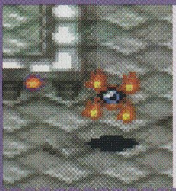
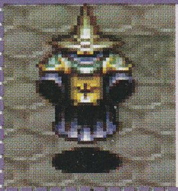
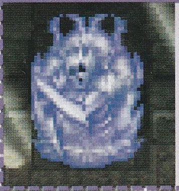
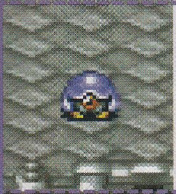
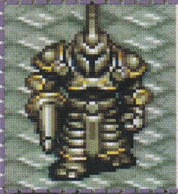
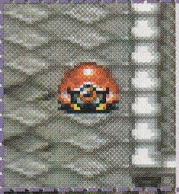
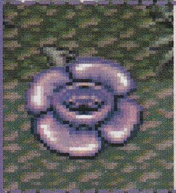
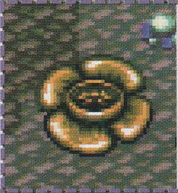
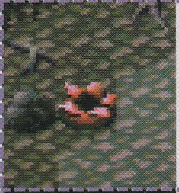
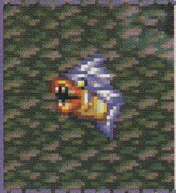
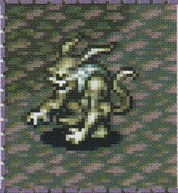
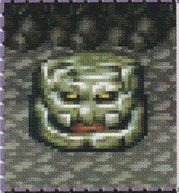
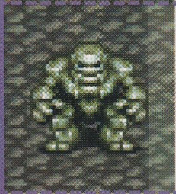
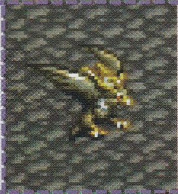
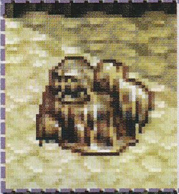
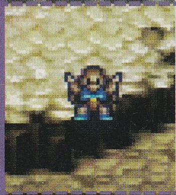
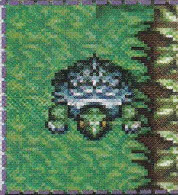
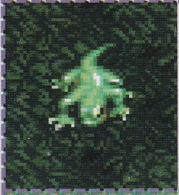
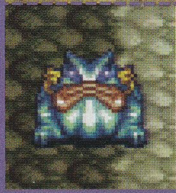
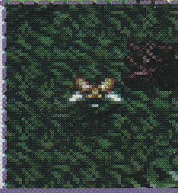
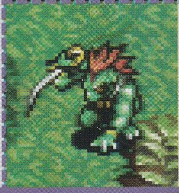
NAME	LOCATION	PRICE	PROPERTIES	SPECIAL EFFECTS
Protective Vest	Krysta	–	DEF+3	
Leather Vest	Krysta	190	DEF+5	
Titanium Vest	Krysta	–	DEF+6	
Waldweste	Cave/Lumina	–	DEF+8	Against Poisoning
Sun Armor	Lumina	380	DEF+10	Against Poisoning
Feather Suit	Kingnest	550	ABW+12	
Fur Jacket	Indus	750	ABW+14	Protects against cold
Ice Armor	Eklemata	–	ABW+15	Protects against fire
Monk's Robe	Lhasa	1080	ABW+18	Protects against curses
Patch Cloak	Luran	–	DEF+3	
Chain Mail	various shops	1280	ABW+22	
Silver Armor	various shops	1550	ABW+26	Against Poisoning
Platinum Armor	various shops	1850	ABW+29	
Silver Armor	various shops	2500	ABW+35	Against Poisoning
Lightning Coat	Liotto/Goldküste	1220	ABW+20/GL+5	
Ninja Vest	Yamei	1220	ABW+30/ST+8	Good protection against attacks
Dragon Armor	Gold Coast	3880	ABW+40	Protects against lightning
Costume	Loire	480	DEF+20/AGI+2	
Soul Armor	diverse shops	4450	DEF+48/HP+40	Repels lethal curses
Combat Suit	Astarika	–	DEF+40/STR-10/AGI+15	Protects against confusion
Shogun Armor	Neotokio	–	ABW+50	
Scale Mail	Temple	6660	ABW+44/HP-90/STR+13	
Enigma Armor	Storkolm	–	ABW+88	Ultimate Armor
Aura Armor	Seeheim	7890	ABW+65/KP+40/ST-12	Complete protection
Mermaid Cloak	South Pole	–	ABW+43	

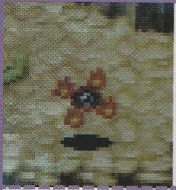
WEAPON POWER & MAGIC

Read the individual properties of the weapons carefully. In so me parts of the game the right weapon can be of great use to you. Therefore, you should not discard any weapon or armor prematurely—you might still need it.

The Brood of Darkness

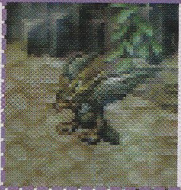
A multitude of enemies besiege the entire world. Use this list to find out how many hit points they have and what their weaknesses are. The right behavior might save you from having to restart more than once!

	FIRE STARS Hit points: 9 Attack: Lightning Stab, Water Magic		SHADOW MAGE Hit Points: 20 Attack: Lightning Stab		WHISPER GRIN Hit Points: 9 Attack: Whirlblade
	HELM SHOCKER Hit Points: 6 Attack: Lightning Stab		CHAOS GUARDIAN Hit Points: 23 Attack: Lightning Stab		FIRE SHOCKER Hit Points: 14 Attack: Lightning Stab
	DREAM ROSE Hit Points: 20 Attack: Lightning Stab		NIGHTMARE LILY Hit Points: 20 Attack: Lightning Pierce		POPPING POD Hit Points: 10 Attack: Lift and Throw when they are closed.
	PIRANHA Hit Points: 6 Attack: Lightning Magic, Lightning Pierce		DEFENSE GOBLIN Hit Points: 24 Attack: Rampage, Whirlblade		STONEBITE Hit Points: 5 Attack: Lightning Stab, Spark Plow
	CAVE GOLEM Hit Points: 30 Attack: Lightning Stab		HADES CROW Hit Points: 21 Attack: Whirlblade, Lightning Stab		SLIME MONSTER Hit Points: 30 Attack: Spark Plow
	ROOT GNOME Hit Points: 35 Attack: Lightning Stab		FIRE TOAD Hit Points: 27 Attack: Rampage, Water Magic		TERROR AMPHIBIAN Hit Points: 44 Attack: Lightning Stab, Water Magic
	THUNDER TOAD Hit Points: 60 Attack: Lightning Sting, Water Magic		VAMPIRE FLY Hit Points: 18 Attack: Whirlblade, Fire Magic		SABER LIZARD Hit Points: 24 Attack: Lightning Stab, Water Magic



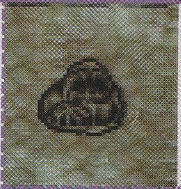
GLUTSTERN

Hit points: 9
Attack: Rampage,
Water Magic



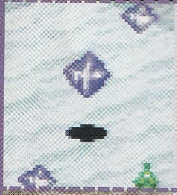
HÖLLENGEIER

Hit Points: 24
Attack: Whirlblade,
Water Magic



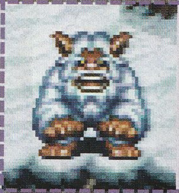
SANDSCHLEIMER

Hit Points: 30
Attack: Spark Plow



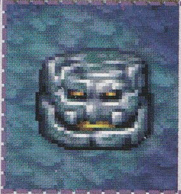
KRISTALLKREISEL

Hit Points: 34
Attack: Lightning Stab,
Fire Magic



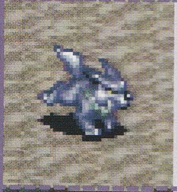
YETI

Hit Points: 80
Attack: Lightning Stab,
Spark Plow



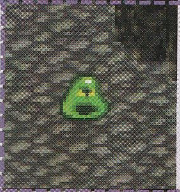
GEOBLASTER

Hit Points: 12
Attack: Lightning Stab,
Spark Plow



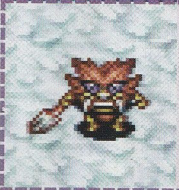
WOLFSHUND

Power points: 52
Attack: Fire Magic,
Lightning Thrust



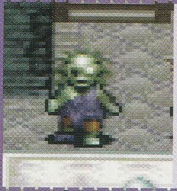
SABBERBLOB

Hit Points: 66
Attack: Rampage,
Fire Magic



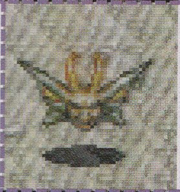
PANIC DWARF

Power Points: 45
Attack: Lightning Stab,
Spark Plow



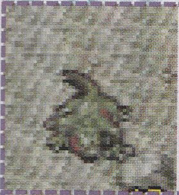
ZOMBIE

Hit Points: 99
Attack: Light Magic,
Rampage



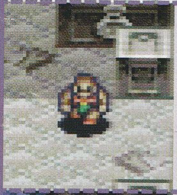
LUXARA

Hit Points: 44
Attack: Whirlblade



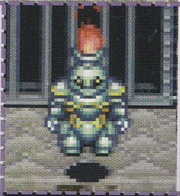
PEITSCHENLURCH

Hit Points: 49
Attack: Thunder Sting,
Water Magic



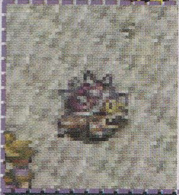
FILLEPITZ

Hit Points: 48
Attack: Rampage,
Lightning Thrust



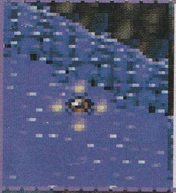
OMNIUS

Hit Points: 54
Attack: Light Magic,
Lightning Thrust,
Whirlblade



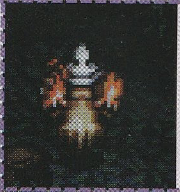
PANZERKRÖTE

Hit Points: 64
Attack: Spark Plow



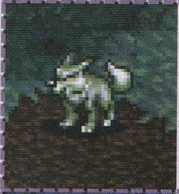
TRABANTA

Hit Points: 20
Attack: Lightning Magic,
Whirlblade



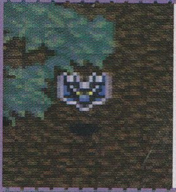
SPECTRAL HAUNT

Hit Points: 98
Attack: Light Magic,
Lightning Thrust



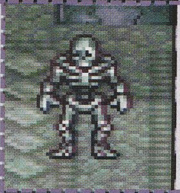
WOLFSBESTIE

Hit Points: 106
Attack: Light Magic,
Blitzstich



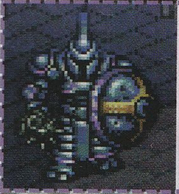
FLEDDERMAUS

Hit Points: 55
Attack: Whirlblade,
Spark Plow,
Light Magic



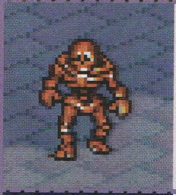
WIMMERRIPPE

Hit Points: 105
Attack: Fire Magic,
Water Magic,
Lightning Thrust



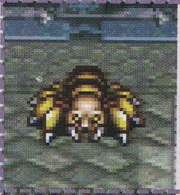
DRAGON KNIGHT

Hit Points: 170
Attack: Rampage



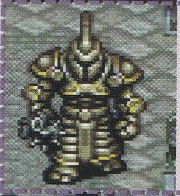
MODERRIPPE

Hit Points: 120
Attack: Light Magic,
Fire Magic,
Lightning Thrust



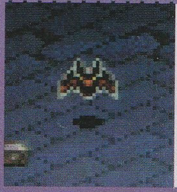
VOGELSPINNE

Hit Points: 120
Attack: Fire Magic,
Blitzstich,
Funkenpflug



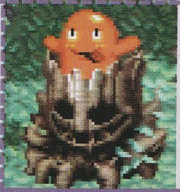
GRAIL KNIGHT

Hit Points: 150
Attack: Rampage



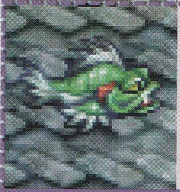
FLODDERMAUS

Hit Points: 78
Attack: Whirlblade,
Spark Plow,
Light Magic



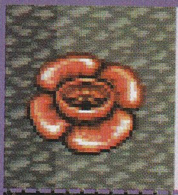
FOREST KOBOLD

Hit Points: 95
Attack: Rampage



SABERTOOTH-CARP

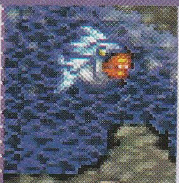
Hit Points: 187
Attack: Lightning Stab,
Lightning Magic



POISONDIANTHUS

Hit Points: 148

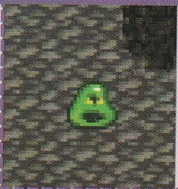
Attack: Lightning Pierce



KILLER SALMON

Hit Points: 10

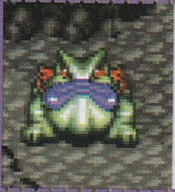
Attack: Lightning Spell, Rampage



ACID BLOB

Hit Points: 184

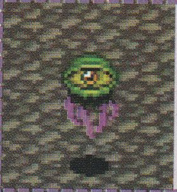
Attack: Rampage



TORNADO TOAD

Hit Points: 190

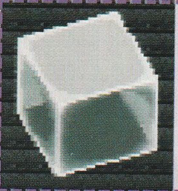
Attack: Water Magic, Lightning Sting



OMENGLOTZER

Power Points: 179

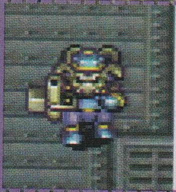
Attack: Light Magic, Lightning Magic. Normal attack with open eye.



CUBE

Hit Points: 229

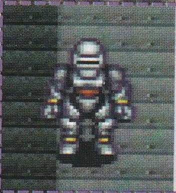
Attack: Spark Plow, Lightning Thrust



CENTURIO

Power Points: 312

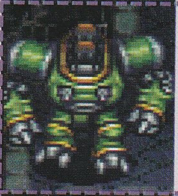
Attack: Lightning Stab, Spark Plow



CYBERNATOR

Power Points: 288

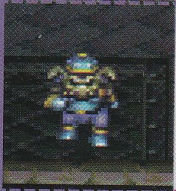
Attack: Lightning Stab, Spark Plow



WAKE ROBOT

Hit Points: 299

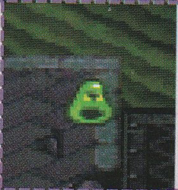
Attack: Rampage



WAKE SOLDIER

Hit Points: 190

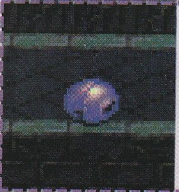
Attack: Rampage



BIOSCHLEIM

Kraftpunkte: 184

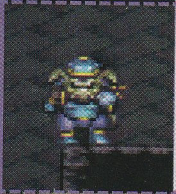
Attack: Rampage



SCHLUMMER-MURMEL

Hit Points: 160

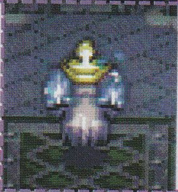
Attack: Rampage, Lightning Magic



THIEF

Hit Points: 270

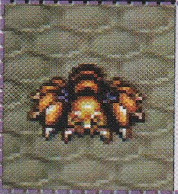
Attack: Spark Plow



TERRORKUTTE

Hit Points: 230

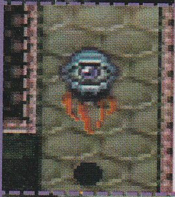
Attack: Light Magic, Lightning Stab



TARANTEL

Hit Points: 241

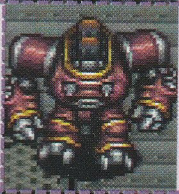
Attack: Fire Magic, **Blitzstich, Funkenpflug**



STEEL EYE

Hit Points: 168

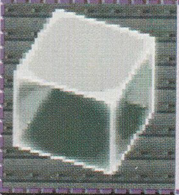
Attack: Normal Attack when the eye is open.



THRILLROBOT

Hit Points: 299

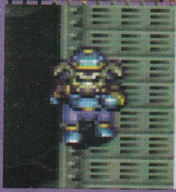
Attack: Lightning Stab, Spark Plow



WIRBELKUBUS

Hit Points: 299

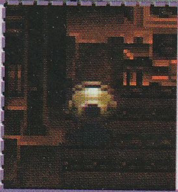
Attack: Lightning Stab



KANONIER

Hit Points: 342

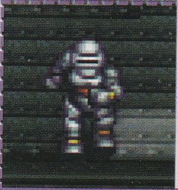
Attack: Rampage



ATOMBALL

Hit Points: 270

Attack: Lightning Magic, Rampage



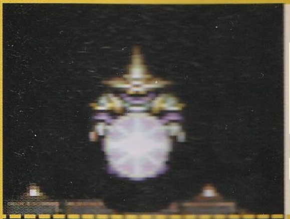
CYBERCHIPPER

Hit Points: 170

Attack: Lightning Magic, **Blitzstich**

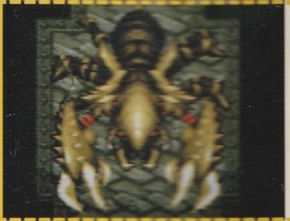
CHOICE OF ATTACKS

The right choice of attack decides victory or defeat in many battles. All enemies have a specific weakness that you should exploit with the appropriate attack type. Under the "Attack" entry in the enemy gallery, we have listed the attack types to which each enemy is particularly sensitive.



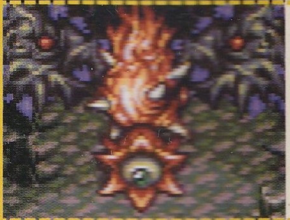
HELL PRIEST

This spawn of hell creates multiple phantoms modeled after itself. Cowardly, they fire their magic from ambush and vanish immediately. Be patient and try to hit the real priest.



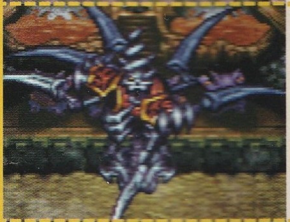
DEMON SCORPION

The poison of its stinger is absolutely fatal. If it strikes at you with its tail, you should not be within range of the venom barb. Block its energy beams with your weapon shield and, from a good position, try to use rings of fire against it.



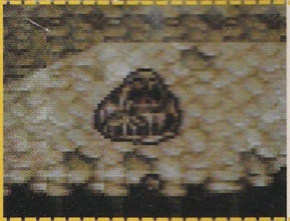
HELL PIT

It repeatedly retreats into its protective cave. Nevertheless, you can still wound it here. Attack it as soon as it opens its eye.



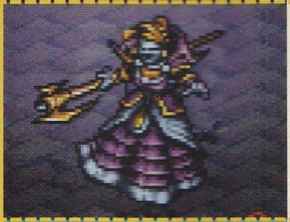
SATADOROS

An evil undead that attacks immediately with multiple weapons. Dodge its attacks and strike it with the lightning thrust aimed at the center.



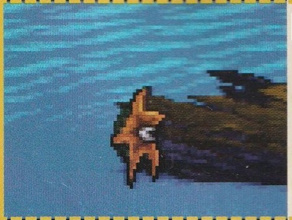
SCHLAMMHADOS

In the fight against it you must hope for the help of the little lion. Avoid its projectiles as much as possible and throw stones at it. The more power you give the thrown stones, the shorter this unequal battle will be.



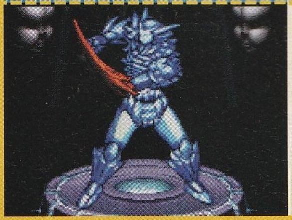
HADES WITCH

Hatred has carved deep furrows into her face. Watch her crystal wheel, which costs you a lot of strength if it touches you. When she throws her death skull at you, it's time for your attack. Strike her with the lightning thrust or the spark plow.



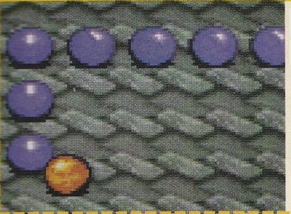
SLIME STARS

They are not particularly sturdy, but all the more persistent. Defend yourselves with all your might against their attacks. If one of the fellows attaches itself to your head, run into the dragon's fire beam to free yourself from the parasite.



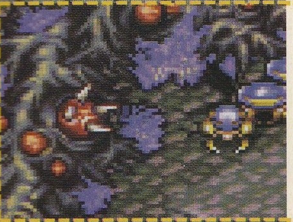
AGARACK

He has various attack variants prepared for you. But with quick movements and jumps you can effectively dodge these attacks. If he fires one of his powerful energy spheres, use your weapon to reflect it back at him.



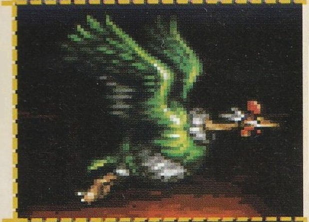
BALL SNAKE

It performs very frantic movements and tries to drain your life energy through mere contact. Focus your attacks on the red glowing segment of the monster. With lightning strikes you can sever this part and shorten the snake bit by bit.



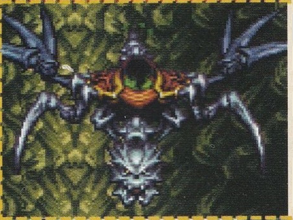
THORN FOOTER

He lives in symbiosis with the red spiny sores. From them he derives his life force. Destroy them and he will die as well.



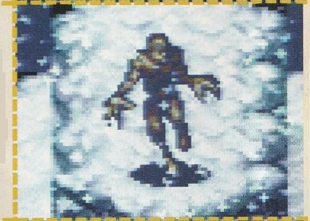
INFERNALOS

Most of the time he traces paths high in the air, out of reach of your weapons. Now and then he lunges downward to attack you. You must take advantage of that moment to land hits on him. Pay special attention to the tornado he generates — it will sweep you off the mountaintop.



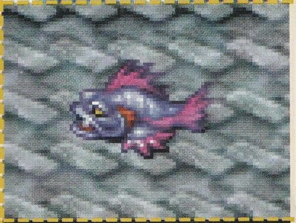
MUTANT BEAST

You face this monster in free fall. Evade its attacks with quick changes of direction and wait until it comes within range of your weapon. Then strike mercilessly. Repeat the procedure until you have won the fight.



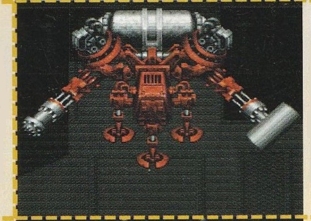
MORPH DEMON

You can defeat his first form by shooting the energy orbs back at him. If he transforms into a swarm of bats, you must avoid touching them with skillful maneuvers. When he appears in his natural form, attack him with the Spark Plow.



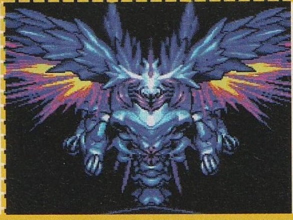
SATAQUARIO

A very shy opponent. He gives you little time to react, because his actions are well thought out. Wait until he approaches you and attack him with an ultra-fast lightning stab. However, never take your eyes off his companions.



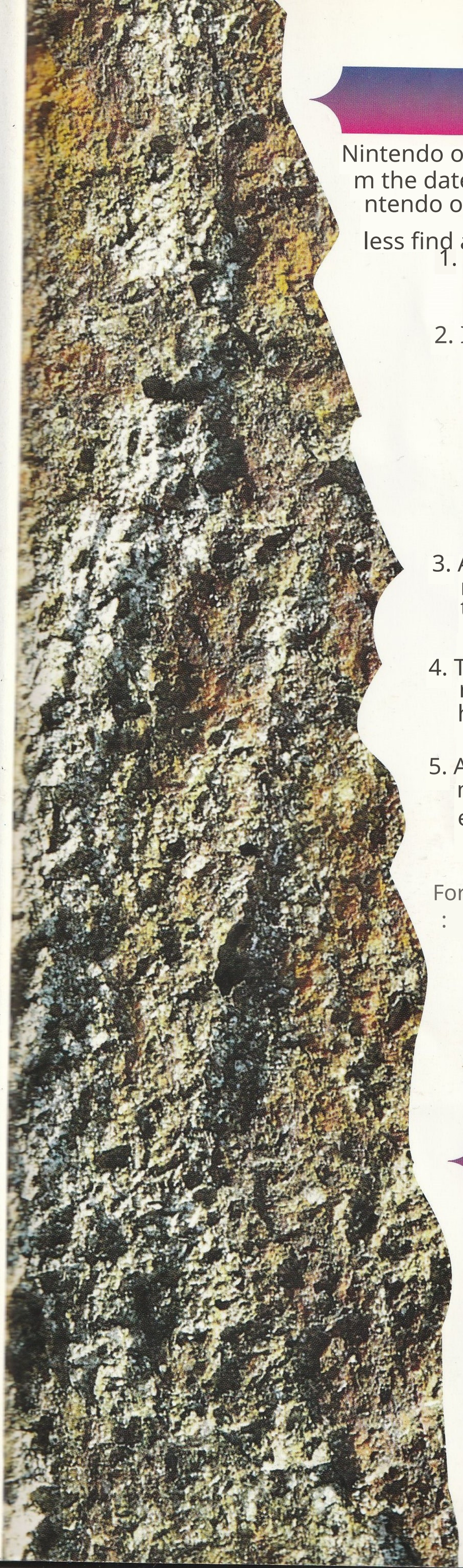
MEGATRON

He uses rockets and energy bolts to steal your hit points. Evade these attacks with short sprints and jumps. His weak points are the three support legs. Attack them with lightning stabs until he is defeated.



RAGNARA

During the decisive battle always keep moving and wait until the enemy approaches the platform. Then strike him with a lightning stab. You can lessen the effect of the shockwaves he uses from time to time by protecting yourself with your weapon shield.



Warranty

Nintendo of Europe GmbH provides a six-month quality warranty from the date of purchase for products purchased in Germany from Nintendo of Europe GmbH. Please note the following if you nevertheless find a fault:

1. First call Nintendo Customer Service in Germany free of charge at telephone number 0130/58 06 and describe the fault you have found.
2. If there is no user error or similar issue, send the Nintendo product in its original carton together with the proof of purchase to:

   Nintendo of Europe GmbH
   Nintendo Center
   63760 Großostheim
   (in Germany).

3. At Nintendo's discretion, the warranty is limited to either remedying the defect or supplying a replacement product free of defects; further claims are excluded.
4. The warranty becomes void if the defect is due to improper handling and/or unauthorized repair attempts and/or other damages after purchase.
5. After the warranty period has expired, please contact Nintendo Customer Service by telephone for all questions and repair requests (toll-free number in Germany: 0130/58 06).

For products purchased in Austria or Switzerland, please contact:

Stadlbauer Marketing +
Vertriebs Ges.m.b.H.
Magazinstraße 4
A-5027 Salzburg
Tel.: A-06 62 - 45 92 03-0

Waldmeier AG
Auf dem Wolf 30
CH-4028 Basel
Tel.: CH-0 61 - 3 11 88 18

Care and Maintenance

- This device is precision-manufactured and should not be used at extreme temperatures nor handled roughly or subjected to shocks.
- If the contacts are touched or come into contact with water, malfunctions may occur.
- To remove stains, a soft, damp cloth should be used. Do not wipe the device with volatile substances such as paint thinner, gasoline, or alcohol.
- Improper handling and/or tampering with the device will void the warranty!